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MacArthur's War

Battles for Korea

June 1950 - April 1951

run 5

THE UNIQUE COMPUTER GAMING MAGAZINE

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Run 5 is published four times per year. Single issues are $4.00. Subscription rates are shown below

IN AUSTRALIA		ELSEWHERE (Airmail)	
Magazine/Disk Sub	= $AUD 65.00	Magazine/Disk Sub	= $AUD 85.00
Magazine Only Sub	= $AUD 15.00	Magazine Only Sub	= $AUD 35.00
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MacArthur's War

IBM, Apple II and C-64 Versions

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Typeset in 8 pt Bookman Condensed on an Apple Macintosh and Laserwriter.

Printed in Australia by Preston Print Pty Ltd, Sydney, for the publishers, Strategic Studies Group Pty Limited, P O. Box 261 Drummoyne, 2047, AUSTRALIA.

PART ONE
THE GAME ROUTINES

1. INTRODUCTION

***MacArthur's War** is a* series of eight scenarios which recreate the most important and exciting battles of the Korean War. Each scenario is accompanied by an historical article and player's notes. **MacArthur's War** makes excellent use of SSG's wargame construction set **WARPLAN™** and the revolutionary icon editor **WARPAINT™**.

Part One of this manual, ***The Game Routines***, contains an introductory tutorial and explains all you need to know to play the game. Part Two, ***The Scenarios***, contains extensive historical articles as well as comprehensive player's notes. Part Three, ***WarPlan™***, explains how to use the construction and graphics kits.

Owners of ***Battlefront***, ***Battles in Normandy***, ***Halls of Montezuma*** or ***Rommel*** will be able to play the game immediately. There are no changes to the command menus; only minor improvements to the game systems.

The complete package consists of an album, a map, 2 menu cards, a floppy disk, this player's manual and a strip of save-game disk labels.

If this isn't the case, let us know about missing components, or return defective ones, and we'll replace them immediately. If you live in North America, send defective components to our US Office; if you live elsewhere, send them to our Australian Office.

Furthermore, if you have any questions relating to the play of the game, please address them to our Australian Office, regardless of where you live.

2. HOW THE GAME PLAYS

Before asking you to go through the introductory tutorial, we recommend you read this chapter.

A game of ***MacArthur's War*** goes something like this.

Choose the scenario you wish to play. Experieneed players may wish to vary an existing scenario or to create an entirely new one.

Select a normal or enhanced game. Enhanced games give random but powerful benefits to any computer player. Choose a handicap level for the game. Handicap levels act as a multiplier on the points accumulated by either player. Unlike Enhancement, they do *not* affect the artificial intelligence or the combat performance of the protagonists.

Choose sides, i e whether the game will be played between two humans, one human (either as the Axis or Allied player) or no humans. Note the <OBSERVE> mode is a very useful tool for historical analysis and for testing original scenarios. You may also edit the names of the opposing commanders at this stage.

The game is now ready to play.

Each scenario lasts for a set number of turns, up to 99. There are four turns to each day (am, noon, pm and nite) so that the maximum length of a scenario is 25 days.

The military forces at your command are battalion size units. These are your basic fighting men. They are organized into larger formations to reflect a proper military hierarchy. A regiment can have up to four component battalions. A division can have up to four component regiments as well as up to four independent battalions. These independent battalions can be temporarily attached to any of the division's regiments.

Finally, each player can have under his command up to three divisions, for a total of 60 battalions. This is the corps formation that you are commanding. There are fourteen different types of battalions ranging from standard infantry, armour and artillery types to airborne, engineer, anti-air and anti-tank, assault gun and tank destroyer.

The battlefield on which you fight is a field of hexagons up to 39 across and 28 down. The ground scale varies from scenario to scenario, ranging from 500 metres to 8 kms (0.3 to 5 miles). The scenario notes will tell you the scale used. Different types of terrain are represented by different terrain icons. Roads and cities are shown. Places of special significance are designated as objective hexes, and victory points are awarded for control of these at different times in the game.

It is your job as a Corps Commander to use this time, these forces and these conditions to capture and hold as many of your objectives as you can, to destroy as many of the enemy battalions as you can get your hands on and, of course, to prevent your opponent from doing this to you.

The player who has scored the most number of points by the end of the game is the winner.

Your interface with the game is a structured set of menus which really do become very easy to use.

These menus give you the power to manoeuver and deploy your battalions, to send them into battle and to refit and re-organize them when necessary. Although each individual fighting unit is a battalion, battalions are grouped together to receive and carry out orders as regiments. Remember, each regiment consists of up to four battalions and can have a further four battalions attached to it. As corps commander you issue a general order to each regiment. Every battalion attached to that regiment will then execute the order.

Only one battalion can occupy a hex at the end of a turn. This does not prevent them moving through each other when executing your orders.

It is vital to realize the command separation between you and a battalion. From your lofty height in the chain of command, you have little direct control over the location of individual battalions. They will position themselves in order to best carry out your orders.

You can examine a variety of reports which will provide the information to base your decisions on.

Air strikes and naval bombardments are represented by a variable amount of support points. These can be allocated to help out any regiment.

All orders are issued before any action takes place. Combat between opposing forces is resolved and described by a short report. Other orders are then executed.

Each scenario is accompanied by a short briefing which will give you some idea of what must be accomplished in order to win.

On average you can expect a scenario of ten days length to take 90 minutes to finish in solitaire mode; a little longer if your opponent is human.

3. YOUR FIRST BATTLE

You have just stepped into the shoes of General Milburn, commander of the United Nations 29th Brigade in Korea. The date is April 22nd, 1951. You are deployed on the Imjin River, north of Seoul, with about 6,000 crack troops.

Facing you across the river is General Peng commanding about 20,000 troops of the Peoples Republic of China, beginning the 1st Step of their 5th Phase offensive. General Ridgway's "meatgrinder" tactics have caused heavy attrition on the Chinese forces and they have been forced to replace many of their veterans with green troops. Still, you can expect the Chinese to attack with their usual reckless courage, and it won't be an easy job to hold them off. If you fail, it is very likely that Seoul will fall yet again and that won't do your career any good at all.

As well as this manual, you will need to have the game map in front of you and to have located the appropriate area for the Imjin scenario. Use the start/game menu card appropriate for your computer.

Starting Up

Start up your computer using the procedure given on the start side of the menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it.

If you select the wrong menu, don't worry. Type (ESC/f1) to go back to the previous menu.

Hit the right arrow key a few times. Now hit the left arrow key and you'll see the cursor moves in the opposite direction. Every menu works the same way.

Selecting the Imjin Scenario

Before we can start play, we have to select the Imjin scenario, tell the computer that we will control the United Nations forces and decide whether we wish to use a handicap. Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select). Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu). Use an arrow key to locate the <IMJIN> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window.

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu N (Enhanced Opponent). We must now decide whether to play an enhanced computer opponent. Since we are just starting out, this probably isn't a good idea. Locate the <NORMAL> line and type (RET) to go to Menu F (Handicap Utility).

Since this is only a tutorial, we will give ourselves a break. The handicaps below the <NO EFFECT> line benefit the Allies/United Nations, those above benefit the Axis/North Koreans.

Use an arrow key to locate the <MAJOR> Allied line and type (RET) to go to Menu G (Player Select). Locate the <ALLIED> line and type (RET). The cursor has been thrown into the

briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Have a last look at the briefing screen and you'll see the Allies have a major handicap advantage, the Axis forces will be run by the computer and the Allied forces will be run by human hands.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master). That's the preliminaries over with. We're just about ready to play. Turn your menu card over to the game side.

The accompanying illustrations identify the various icons which represent the battalions on the screen throughout the game.

The First Turn

Back to Menu H. A current turn briefing appears to the left of the menu window. This scenario starts on the pm turn and it is turn 3 of 19. Subsequent lines tell you the time of day and the date, the atmospheric weather and the expected weather forecast. The weather is light overcast but stable.

The <AXIS> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <ALLIES> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <AXIS> line will always be overprinted during the game. The computer does not want you to see what it is doing!

Locate the <ALLIES> line and type (RET). This brings you Menu 1 (Daylight Operations). Your choices here are <ORDERS>, <REPORTS> or <RESIGN> (unthinkable). The screen will be showing part of South Korea, around the junction of the Imjin and Hanton rivers. Below the map is a summary of your corps identity and the victory points you have accumulated to date.

Reviewing Your Forces

Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces. Select the <REPORTS> line to go to Menu 4 (General Reports). This is just a branch menu. Select the <STATUS> line to go to Menu 5 (Unit Status).

The name of each of your divisions appears beside its I.D. code in the menu window. You have only one division under your command, the 29th Brigade. (For the purposes of this scenario, the 29th Brigade is treated as a Division to simulate the tactical options available to the UN commander. Regiments are therefore the equivalent of Battalions and Battalions are approximately equal to Platoons.) Select the <DIV 1> line to display it. This screen displays the status of an entire division at a time. There are four brigades all of which are on the board at the start of the scenario. Of the Divisional Assets (at the top of the screen) only the 45th Rgt of Royal Artillery is available. The 8th King's Royal Irish Hussars will arrive on turn 9, the Philippine armoured unit and the Puerto Rican infantry on turn 8.

The status screen is quite useful and should be consulted about once a day to get an overview of the condition of your troops.

Type (ESC/f1) until you return to Menu 4. Select the <OBJECTIVE> line to obtain Menu 6 (Examine Friendly Objective). The cursor will rest on the Ui Jongbu Road hex at the bottom of the screen.

The text summarizes the turns for which Victory Points are received, the number of VPs per turn, and any VPs awarded for control at the end of the game. The icons show that the objective is on Lowland terrain and is Allied controlled.

SPECIFIC BATTALION ICONS

(VISIBLE ONLY TO CONTROLLING PLAYER)

LEG INFANTRY

MOTORIZED INFANTRY

MECHANIZED INFANTRY

PARACHUTE

HEAVY WEAPONS

CAVALRY

RECONNAISSANCE

DIVISION HQ

ENGINEER

ANTI-AIR

ANTI-TANK

TANK DESTROYER

ARMOUR

ASSAULT GUN

ARTILLERY

DIV HQ (AX/AL)

GENERAL BATTALION ICONS

(VISIBLE TO BOTH PLAYERS)

ALLIED INFANTRY

ALLIED ARMOUR

ALLIED ARTILLERY

ALLIED ROUTED

PARACHUTE MODE

AXIS INFANTRY

AXIS ARMOUR

AXIS ARTILLERY

AXIS ROUTED

AIR LANDING MODE

AMPHIBIOUS MODE

A NOTE ON MONITORS & SOUND

If you are using a black and white monitor, type Cntl(B) to enter monochrome mode.

If you don't wish to listen to the sound effects, type Cntl(S) to turn them off.

Repeat the keystroke to reverse the effect.

The arrow keys will cycle through all of your objective hexes. Use them now to look at all of your objectives to gain an idea of your overall requirements for winning the game. There are nine other objectives. Check this screen often as the game progresses to make sure you are on track.

Consider the display in the bottom right of the screen. The solid area is the overall map size. The smaller white box represents the location of the hexes currently on the screen. As you move the cursor to different parts of the map, the small box will move to show the relative location of the current screen against the overall map.

Type (ESC/f1) to return to Menu 4. The left of the screen lists the current divisional objectives for each division if any are current. In this case, with only one division available, we have not assigned any specific objective to it. We will content ourselves with ordering smaller formations.

Issuing Orders

Type (ESC/f1) to bring up Menu 2 and select the <ACTIVATE> line. This will allow access to the <ORDERS> line. Select this to bring up Menu 8. Select the <DIV 1> line to bring up Menu 9 and then select <REG ORDER> to bring up Menu 13. We have four regiments to give orders to.

Select <REG 1>. The flashing cursor indicates that the regiment is in the <CONTACT> state. This fact determines what sort of orders we can give. The component battalions of the regiment have been highlighted and their target is indicated by the target marker. Select the <OB> line. The arrow keys will cycle the cursor through the component battalions of the regiment.

We can see that we have three battalions of veteran infantry, and two battalions of artillery. All units are fresh and have suffered no losses. To the right of the unit description you can see what type of terrain the units are in, which is either clear or hilltop.

The <OB> line is always available from this menu. Use it to keep up with the location and condition of the battalions in each regiment as we go through them.

Type (ESC/f1) to return to Menu 14 and select the <CONTACT> line to bring up Menu 18. This is the menu with the actual orders for a regiment in the <CONTACT> state. Our contact options are <RESERVE>, <DEFEND>, <SUPPORT>, <PROBE>. Select <DEFEND> and you will be returned to Menu 17. Type (ESC/f1) to go to Menu 13 and select Reg 2.

Reg 2 is in a <READY> state. Hitting RETURN brings us to Menu 16. Select <OBJTIVE> and use the cursor keys to cycle through the objectives to "West C sing" and hit RETURN. The Glosters will now attempt to deny the ford to the enemy.

Now select <REG 3>, also in a <READY>. Hit RETURN again you will find that the Ulsters are Deploying. Allow them to do so. We will avoid giving them a specific objective until we see how the battle develops.

Reg 4 is <ENGAGED>, that is, right up with the action. Hit RETURN to go to Menu 18. Against the large number of Chinese troops flooding south, <DEFEND> is probably the best option. Select it then type (ESC/f1) twice to return to Menu 9, Division Orders.

Select <SUPPORT> and you will see that you have 25 support points. Regs 1 and 4 are in contact with the enemy and should receive all the help. Press the return key until the flashing cursor at the bottom right of the screen is next to <REG 1>. Type in the number 12. Press return again so that the cursor is beside <REG 4>. Type in the number 13 - unlucky for the Chinese, we hope. Hit (ESC/f1) to return Menu 9. We have now assigned 12 air support points to REG 1 and 13 to REG 4.

Now to assign divisional assets. Selecting <XX ASSETS> will give us Menu 11. Only the 45th Royal Artillery is currently available and it is assigned to REG 1. Hit (RET), select <REGIMENT> and we may now select the regiment to which the asset will be attached. Currently it is supporting REG 1 and it is best to leave it that way for the moment. You should check your assets for each division every turn, and assign them, especially artillery, to the brigade that requires them.

The First Turn Reviewed

We have issued defend orders to Reg's 1 and 4 of Division 1, directed REG 2 towards an objective and deployed REG 3. We have allocated air support to our fighting formations, assigned a divisional asset to REG 1 and examined all the troops under our command. Now it is time to fight.

The Computer's Role

Type (ESC/f1) until you return to Menu H, the Master Game Menu. If you think all is ready select <RUN 5>. Combat and movement will then occur. The Chinese may not attack you on the first turn, but you will get a combat report if any combats do occur. Hit the space bar to continue after reading each report.

After the first turn is finished you will be returned to Menu H

The Game Plan

The fortunes of war being what they are, it is not exactly possible to say how things will run. The Chinese troops are going to flood on in huge numbers and although you have some very good soldiers on your side theirs will not be an easy task. You cannot stop the Chinese completely but you must force them to take heavy casualties for their territorial gains and slow them as much as possible

Tactics

Some brief points to help you win the day. Your veteran troops, with their heavy air support, are man for man, easily a match for the opposition. But they have more men per man. You must therefore deploy your troops carefully to defend key points, moving your small reserve around as necessary. On occasion, a well-supported attack will be effective but you must watch fatigue and supply levels.

More than anything this small feature illustrates the amazing flexibility of the *Battlefront Game System*. There are no hard and fast rules as how to play each game. You must tailor your tactics to suit your objectives, the forces you have in hand and the opposition you face. What works in one situation must be re-evaluated to see if it will work when circumstances change.

4. THE TYPES OF GAME MENUS

The order menus which drive the game can be divided into four types.

(a) Branch Menus - These menus signpost the route to other menus [1,2,4,8,9,13,14]. Note that most of them also provide some information.

(b) Information Menus - These menus provide specific information on the various forces and functions in the game [5,6,7,15].

(c) Action Menus - These menus are the centre of the game system. All of the orders used in the game are given through them [10,11,12,16,17,18,19]

(d) Single Function Menus - [3]

5. THE GAME MENUS DESCRIBED

Menu H (Game Master)

This screen always appears at the beginning of each turn. It is common to both players. It is the first screen you will see after completing the scenario selection details and selecting <START>.

You are told the turn number, the time of day and date, the atmospheric weather for this turn and the weather forecast.

In a two (human) player game you will be able to select either <AXIS> or <ALLIED>. In a one (human) player game a solid bar will be overprinted across the nationality controlled by the computer. The arrow keys will not access a line overprinted with a solid bar.

<RUN 5> is the key which activates the turn. Do not select it until all players have issued their orders. In daylight turns, the <RUN 5> line will be overprinted with a solid bar until all players have accessed at least Menu 1. In night turns, there is no insurance on the <RUN 5> line since it is usual (and advisable) to let your men get some sleep.

The <DISK> line can be accessed at any time and is the means by which the 'save game' routines are utilized. Please see Menu 3 [Save Game Utility] for full details of these routines.

Menu 1 (Daylight Operations)

This is a branch menu. The information which appears to the left of the menu window displays your nationality, parent unit formation, the commander's name and the number of victory points accumulated by your side to date.

You should decide whether you want to look at the available information before giving your orders.

If you select <REPORTS> you will be given access to four categories of information. Menus 5-7 will give you all the details. If you select <ORDERS> you will be given access to the decision making (or action) menus of the game. Menus 8-19 will give you all the details.

We recommend that you make use of the <REPORTS> menu every turn and then issue your orders. A list of the things you should keep an eye on is included in the description of each report menu.

The <RESIGN> option is for use when, for whatever reason, there is no point in continuing the game. The game will stop and the end of game screen will be printed. You will be prompted to avoid accidental resignations.

Menu 2 (Night Operations)

This menu appears in place of Menu 1 (Daylight Operations) on night turns. You will recall from Chapter 3 (How the Game Plays) that each day is divided into 4 turns; am, noon, pm and nite.

In most circumstances you will want to rest your men at night. The <REPORTS> line is available for selection as usual. However, to issue orders you will first have to select

<ACTIVATE>, which will then display the <ORDERS> line. This additional step has been included as a precaution against accidently committing your forces at night.

All men on both sides will normally sleep at night unless specifically given an order. You may carry out all actions up to actually issuing an order without waking them up. Orders issued through Menus 16-18 will activate the regiment for the night. This is the only irreversible decision you can make except, of course, selecting <RUN 5>. You should not attack at night unless you have very good reasons. See Section 9 (Tactics).

Menu 3 (Save Game Utility)

This is a single function menu which allows you to load or save a game or to format a save game disk. Use the arrow keys to locate the <DISK> line on Menu H and type (RET). This brings up the save game utility screen which has three options, <LOAD>, <SAVE> and <FORMAT>.

To save a game, locate <SAVE> with the arrow keys and type (RET). If you have only one disk drive you will be asked to insert the appropriate disk and type (RET). You will then see a list of the games on the disk in the large catalog box at the top of the screen. Use the arrow keys to move the highlighted bar to the location in which you wish to save the game, and type (RET). The menu window now displays the <COMMENT> and <SAVE GAME> lines. Choosing <COMMENT> allows you to edit the boxes containing the name of the game and a three line synopsis, which are in the middle of the screen. When you are ready, locate the <SAVE GAME> line and type (RET).

The game will be saved to the highlighted location with whatever name you have chosen for it. Note that the catalog box displays the turn on which the game was saved. This is done automatically. Hitting the (ESC/f1) key will now return you to the game. One-drive users will be prompted for the appropriate disk.

To load a game choose <LOAD>. One drive users will be asked for their scenario or save game disk. Use the arrow keys to move the highlighted bar to the desired game location and type (RET). The chosen game will be loaded. Hitting (ESC/f1) will now return you to the game.

To format a new save game disk choose <FORMAT>. A warning message will appear and you will be asked to insert the disk to be formatted. Hitting (RET) will completely erase any information that was on the disk and provide eight unused save game locations. Please exercise some care in choosing this option.

Menu 4 (General Reports)

This is a branch menu that directs you to each of the three report menus. Use the arrow keys to select the required report and then type (RET).

Menu 5 (Unit Status)

This is an information menu. Use the arrow keys to locate a particular friendly division (or formation) and type (RET). The map is replaced with a full screen text display of the current state of the chosen division.

At the top of the screen are the displays for the division assets. The remaining battalions in the division are grouped by regiment. The regimental I.D. appears inside a box on the left of the screen together with its combat state and supply state. Both of these concepts are explained in detail in subsequent menus. The value of this information is that it will give you a concise summary of the condition of every battalion in a division on a single screen. It

complements the information available on the <OB> lines of Menus 16-18. We recommend you use this menu at least once a day.

Menu 6 (Examine Objectives)

This is an information menu. Use the arrow keys to cycle through each friendly objective. Alternatively, you can type the name of a particular objective which you want to examine. A box will appear in the bottom left of the screen containing the name as you type it. When you have typed enough letters for the computer to distinguish a unique name, the cursor will move to that objective and information on it will be displayed.

The middle section of the display shows the terrain type on the first line and the objective name on the third. The second line shows the terrain, control (Axis/Allied), and fort icons.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

Knowing where your objectives are and their relative value to you in victory points will make it much easier for you to deploy your forces. Whenever possible, secure every objective within reach and be prepared to defend them for as long as possible.

Frequent checking of this menu will ensure, for example, that you don't defend a particular objective too long (i.e. past the expiry point for earning VPs). It will also keep you aware of when an objective needs to be secured in time to get the most VPs from it.

Menu 7 (Examine Map/Units)

This is an information menu. You are given control of the cursor which may be moved at will around the map by the use of the 1-6 keys or the I,J,K,M keys. Friendly objectives are identified as flashing *target* symbols.

You can (and should) use this menu to get information on enemy units. It is also useful for examining terrain, especially in active portions of the map, and as another source of information on the condition of friendly units.

Position the cursor over an enemy unit. In the lower left of the screen you will be told the type of enemy unit identified (either infantry, armour, artillery or divisional HQ), whether it is contacted or not and, if contacted, an indication of the size of the enemy unit. Type (0) to centre the screen on the cursor. In the lower centre of the screen you will be told the type of terrain occupied by the enemy unit, and shown the icons for terrain, control, city or mine, and forts. If the hex is an objective its name will appear below the icons.

You may also position the cursor over a friendly unit. The information presented on the unit is in exactly the same format as the information available to you when you select Menu 15 (Examine Friendly Units). Please see that menu for full details.

If you position the cursor over an objective hex unoccupied by any units, you will get the same information on the objective as you received in Menu 6 (Examine Friendly Objective). Please see that menu for full details.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map. Typing (RET) brings up a menu in the lower right of the screen. There are three options which may be toggled on or off. <CONTROL> replaces all visible terrain icons with the Axis or Allied control icon as appropriate. Hexes containing units do not display a control icon; in almost every case a hex occupied by a unit will be controlled by that unit. Fortifications and minefields may take some time to clear. When an enemy fort or minefield has been cleared the symbol will disappear.

<ROADS> shows all roads and forts on the map not covered by a unit icon

<CLEAR MAP> removes all unit icons from the map. These effects are cumulative. For instance, if <CLEAR MAP> is selected, all unit icons are removed. If <CONTROL> is then chosen, all hexes will be replaced with a control marker, since there are no unit icons showing.

Menu 8 (Division Select)

This is primarily a branch menu for the selection of your divisions. To the left of the menu, the time of day and date are displayed. Underneath is a description of each of the divisions in your order of battle on the line corresponding to the division number in the menu.

Use the arrow keys to locate a particular division and then type (RET) to select it. Note that divisions not in the game will be overprinted with a solid bar and not accessible to the arrow keys.

Menu 9 (Division Order)

This is primarily a branch menu for the selection of divisional orders. To the left of the menu, a description of the division is provided.

You are told the name and type of the division, the quality of its leadership, administration and supply (poor, fair, good or excell't) and a percentage estimate of total losses suffered to date. Divisional leadership is important in combat. It remains fixed throughout the game.

Divisional administration is important in regimental resupply, obtaining replacements and ease of movement. It remains fixed throughout the game, unlike regimental administration which fluctuates with the course of the battle.

Divisional supply is the major determiner of regimental resupply. It remains fixed throughout the game, unlike regimental supply which fluctuates with the course of the battle.

Use the arrow keys to locate a particular divisional order from the menu and then type (RET) to select it. Note that divisional orders which are currently not available for selection will be overprinted with a solid bar and not accessible to the arrow keys.

Menu 10 (Move XX HQ)

This is an action menu. The cursor is centred over the divisional headquarters. Friendly objectives are indicated by flashing target symbols.

Use the 1-6 keys or the I,J,K,M keys to select the location you wish the HQ to move to and then type (RET). If this location is illegal (i.e. the computer can't get there), the error beep will sound and the cursor will return to the Divisional HQ. If the HQ has no movement points a message 'No Movement' will appear in the bottom left of the screen and the error beep will sound. Otherwise, you will be returned to Menu 10 and the word <moving> will appear next to the supply rating.

In subsequent movement phases, the HQ will move as best it can toward its objective. Once it reaches its destination, it will move no further until given a fresh order.

In any subsequent turn, a new objective can be assigned to a divisional HQ. The old objective is voided and the HQ will try to move to the new destination.

A divisional HQ has an important role in the game. It is the source of supply for its regiments, the administrative centre determining how efficiently supplies and replacements are delivered and a major factor in the ease of troop movement.

These are the only units in the game over which the player has direct control, i.e. which can be directed to a specific hex. When deciding where to place a divisional HQ, keep the following points in mind.

Units given reserve orders (either regiments or battalion assets) will head for their divisional HQ and deploy once they get within three hexes of it. Regimental HQs must trace a line of supply (LOS) to their divisional HQ each turn to receive supplies and/or replacements. We recommend you keep your divisional HQs about 6-10 hexes away from enemy units and directly to the rear of friendly units. Once you've had a bit of experience with their placement, you can try something more adventurous.

A divisional HQ functions more efficiently if it is not moved. As far as possible, endeavour to keep to a minimum the number of times you must move it. Don't forget your divisional HQs! They never move of their own volition unless they are on the edge of the map or within two hexes of an enemy battalion. You must place them where you want them. It is easy to overlook them in the heat of battle. There is nothing worse than finding your divisional HQ in the front line and realizing too late that all those troops you thought were refitting in the rear have been caught with their proverbial pants down.

It is especially important to keep an eye on your divisional HQs when you are expecting them as reinforcements. No matter what mode they arrive in, they should be put somewhere safe and useful immediately. If your regiments have no LOS you should check the location of the divisional HQ.

Menu 11 (Assign Assets)

This is an action menu. Use the arrow keys to locate a particular divisional asset. If the asset is currently attached to a regiment, all battalions in that regiment will be highlighted with their specific battalion icon.

In the lower centre of the screen, the ID and current attachment of each asset is displayed.

In the lower left of the screen, the current state of the battalion is displayed. You are told the battalion I.D., unit type (INFantry, ARMour or ARTillery), equipment used (e.g. 50mm AT), fatigue condition (exh'd, tired, fit, fresh), experience (green, trained, veteran, elite), and percentage casualties to date.

Once you have located the chosen asset, type (RET) to select it. The battalion may be either assigned to a regiment or placed into reserve. Use the arrow keys to select between <RESERVE> and <REGIMENT>. If you select <REGIMENT>, you are then asked which one. Use the arrow keys and (RET) to make your decision.

Divisional assets should be allocated to the regiment/s which need them the most. In general, this will be regiments with attack orders or those in tight situations. Each division can have up to four battalion assets. Note that the assets of one division are not transferable to another division. The type of battalion asset is important when deciding assignments. For example, assault guns, assault engineers and artillery are very useful in attack while anti-tank guns, tank destroyers and the ubiquitous artillery will be of use in defense.

Keep a careful eye on the condition of your battalion assets. Place them into reserve when they become ineffective; i.e. their losses exceed 50% and/or they are exhausted. Battalion assets assume the supply state of whatever regiment they are attached to.

Battalion assets placed in reserve will head for their divisional headquarters and deploy once they are within three hexes of it. The assignment of battalion assets does not become irreversible until <RUN 5> is selected. Until that point, you may return to this menu and reassign any or all of the battalion assets.

Menu 12 (Allocate Off-Board Support)

This is an action menu. The information to the left of the screen tells you the time of day, the date, the current air power situation (i.e. which player controls the air and to what degree), the number of off-board support points (OBS) which may be allocated and the number still to be allocated this turn.

Use the arrow keys to locate a particular regiment and then enter the number of support points you wish to allocate to that regiment. You can cancel an entry by hitting the space bar or by going back to the regiment and re-entering a new number. You will not be allowed to allocate more support points than you have available nor will you be able to access regiments not yet active.

In general, regiments with attack orders (especially assault) should get the most support. Regiments in tough/desperate defensive situations also need all the help they can get. However, support points are most effective when assaulting or exploiting, and less effective in all other situations.

Correctly proportioning support to your regiments will have a major effect on the outcome of most battles. Be careful not to forget that you have up to three divisions, don't allocate all your support points to just one of them without good reason.

As with *all* the menus in this game, the decisions made here do not become final until you go back to Menu H and select <RUN 5>. Up until that point, you can come back to this menu (or any other for that matter) and re-allocate the support points as many times as you wish.

Menu 13 (Regiment Order)

This is a branch menu. Use the arrow keys to locate a particular regiment and then type (RET) to select it. Regiments not in play (either not present or future reinforcements) will be overprinted with a solid bar and not accessible by the arrow keys.

The divisional I.D. is displayed in the lower left of the screen. Each regiment's I.D. and current order appear in the lower centre of the screen on the line corresponding to their position in the menu.

Menu 14 (Regiment Action)

This is a branch menu. The information displayed to the left of the menu tells you the division and regiment I.D., the type of regiment, regimental leadership, administration and supply state (poor, fair, good, excel't), percentage losses to date and the brittleness level if one has been set.

The regimental headquarters is attached to a single battalion from the regiment, usually the one farthest from enemy units. Throughout the game, the location of the regimental HQ will shift from battalion to battalion in response to the ebb and flow of battle. There is nothing the player can do to affect the location of the regimental HQ. They cannot be destroyed until the last battalion from the regiment is destroyed. Note that the regimental HQ can be located with a battalion asset assigned to a regiment.

At every stage of the game, an active regiment (i.e. one with at least one battalion on the map) will be in one of three states. These are <READY>, <CONTACT> and <ENGAGED>. The computer determines which state the regiment is currently in. The current state of a regiment determines which actions it may perform.

A regiment in an <ENGAGED> state is more or less *toe to toe* with the enemy. As a useful rule of thumb, a regiment will count as engaged whenever two or more of its battalions are

within two hexes of the same enemy unit.

A regiment in a <CONTACT> state is in proximity to enemy units. At least one battalion is within two hexes of an enemy unit.

The enemy unit responsible for triggering an <ENGAGED> or <CONTACT> state is identified by the target icon.

A divisional asset cannot trigger the <ENGAGED> or <CONTACT> state unless there are no non-artillery battalions native to the regiment left.

In other circumstances, a regiment is in a <READY> state.

Thus, only one of the three regimental actions is available to the player. The other two are overprinted with a solid bar and are not accessible to the arrow keys.

A regiment will keep the same action from turn to turn unless you step in and issue new orders provided the combat state does not change. If the combat state does change (e.g. from <READY> to <CONTACT>), then the default actions for each of the three states are <READY> (deploy), <CONTACT> (defend) and <ENGAGED> (defend). In this circumstance, the computer will select the default action for you if you don't issue an order yourself.

The <O B> line is always selectable. It stands for 'Order of Battle' and is used to get a detailed breakdown of the condition of each battalion in the regiment, including those assigned from the divisional reserve.

Use the arrow keys to locate the available regimental action line or the <O B> line and type [RET] to select it.

Menu 15 (Detailed O B)

This is an information menu. Use the arrow to cycle through each battalion. All of the battalions in the regiment are identified by their specific unit icons. Assets attached to the regiment from the divisional reserve are also included.

The information presented here is identical to that obtained for friendly units under the map walk routines.

It is a good idea to have a careful look through your OBs on the first turn and at regular intervals throughout the game. Once a regiment's average casualties start to mount, you must plan to have it relieved before a real disaster can occur.

Never forget that the worst casualty rates occur when your men are worn out, hungry and have already sustained substantial losses.

Menu 16 (Ready Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type [RET]. There are four actions which may be made by a regiment in a <READY> state.

(a). Reserve. A regiment given reserve orders will attempt to move its battalions behind its divisional HQ and deploy them there. A battalion with a deploy instruction will seek out the best defensive terrain in the immediate vicinity.

A regiment in reserve is more likely to recover fatigue, receive replacements, be resupplied and to re-establish its administrative routine than a regiment in any other state. This refitting procedure will be much enhanced when the component battalions of the regiment are more than two hexes from enemy units.

The reserve state is an inefficient formation for fighting so you have to be careful when issuing this order. It is always a bit tricky to rescue a regiment from a tight combat situation. Please

see the notes on the <RESERVE> action under Menus 17 (Contact Action) and 18 (Engaged Action).

Selecting a <RESERVE> state under the <READY> menu is usually pretty safe. Just make sure your divisional HQ is out of harm's way and 6-10 hexes clear of enemy units.

(b). Obj'tive. Use the arrow keys to locate the friendly objective of your choice and then type (RET) to select it. As each objective is located, information describing it appears to the left of the menu. Please see the notes under Menu 6 (Examine Objectives) for full details.

Once an objective is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it, generally selecting the quickest route. This action is the principal means of manoeuvre for uncommitted regiments. Use it to get your men into position to engage the enemy.

(c). Enemy II. Use the arrow keys to locate the enemy battalion of your choice and then type (RET) to select it. As each enemy battalion is located, information describing it appears to the left of the menu. Please see the notes under Menu 7 (Examine Map/Units) for full details. Only those enemy battalions within 8 hexes of the friendly regimental HQ battalion can be selected by this action.

Once an enemy battalion is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it, following the most direct route. You use this action to send your battalions into battle!

(d). Deploy. This action is chosen in those circumstances where there are no enemy units nearby but nevertheless you wish the regiment to remain in place, presumably to counter a future threat. Individual battalions will seek out the best defensive locations in the immediate vicinity within supporting distance of each other and await your further instructions.

Remember that <DEPLOY> is the default action for the <READY> state. This means that a regiment given a <RESERVE> order while in the <CONTACT> state will revert to a <DEPLOY> order if its state changes to <READY>. You should check on the orders of battalions given <RESERVE> orders if you wish them to remain in reserve. See Menu 14 (Regiment Action) for full details.

Menu 17 (Contact Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <CONTACT> state.

(a). Reserve. This action has the same effect as it does in the preceding menu (and the following one for that matter). You just have to be more careful when using it as enemy units will be much closer to you.

If at all possible, commit a fresh regiment to the front before withdrawing a worn out one. Sometimes this is not possible and you'll just have to hope that your men can outrun their pursuers. Remember the enemy will be operating in hostile territory while you will (hopefully) be in friendly territory.

(b). Defend. This action is basically self-explanatory. Battalions within two hexes of enemy units dig in *in situ* while others in the regiment deploy to the best defensive terrain in their immediate vicinity. It is the safest formation and when in danger (or in doubt), select it. Remember that <DEFEND> is the default action for the <CONTACT> state. See Menu 15 (Regiment Action) for full details.

(c). Support. This action is a more vigorous type of defense. Battalions within two hexes of

enemy units will dig in as they do with the <DEFEND> action, however, all other battalions from the regiment (including those attached from the divisional reserve) will move up to support the contacted battalion/s. This action is chosen either to stiffen the defense of a particular sector or to assemble the regiment's components in preparation for a planned future offensive. Don't select it when you're heavily outnumbered and short of reinforcements/reserves. If you don't want anybody to move, use <DEFEND>.

(d). Probe. This is the most aggressive response you can make while in the <CONTACT> state. Rather than dig in, those battalions within two hexes of enemy units immediately launch a limited attack while the other battalions from the regiment move up into supporting positions in the expectation of contributing to the battle in the next turn.

This action should not be taken unless you have considerable superiority and a pressing need for some decisive achievement or for concentration of your own men.

Menu 18 (Engaged Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ENGAGED> state.

(a) Reserve. Please refer to the notes in the two previous menus.

(b). Defend. Please refer to the notes in the previous menu.

Remember that <DEFEND> is the default action for the <ENGAGED> state. See Menu 15 (Regiment Action) for full details.

(c). Delay. If the regiment is subjected to a major attack, it will withdraw in the direction of its divisional HQ. This action will minimize losses from full scale assaults at the price of conceding ground. Uncontacted battalions from that regiment will move up to support the engaged battalion/s.

(d). Attack. This action is not an operative command in itself. It directs you to a subsidiary menu wherein you choose the type of attack you wish to launch. When it comes time to get the job done, you'll have to hit this key!

Menu 19 (Attack Action)

This is the ultimate action menu. The decisions you make here will be vital in determining the outcome of the battle. The type of attack you should choose will depend on the current circumstances. The single most important thing to remember is that the <ASSAULT> action is not automatically the most effective way of destroying your opponent!

Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ATTACK> state.

(a). Probe. This is a conservative and exploratory type of attack. It reduces your losses to the minimum while giving you a good idea of your opponent's strength. You won't do much damage to the enemy. Should you experience a simultaneous attack from your opponent, you will be in the best condition (given that you are attacking) to receive it. It has the same effect as a <PROBE> under Menu 17.

(b). Prepare. To all intents and purposes, this appears to be another <PROBE> attack. However, it is simply a diversion while the regiment prepares to launch a full scale assault. You will inflict the same level of damage on the enemy as you would with a <PROBE> attack but you are much more vulnerable to a counter-attack. Regiments attacked while executing a <PREPARE> order can get quite badly chewed up.

The value of this order is that it makes a subsequent assault very much more effective. You really must use prepared assaults against tough enemy opposition.

A <PREPARE> done on the pm turn may be effective (i.e. assist an <ASSAULT>) on the following am turn, but this is not certain. A <PREPARE> has no bonus for an <EXPLOIT>.

(c). Assault. These are full scale attacks using every component of the regiment which is in a condition to participate. They can result in horrendous losses for both sides. Make sure you allocate as much off-board support and as many divisional assets as you can spare. Every little bit helps!

(d). Exploit. This type of attack should be launched against a weak enemy position. It gives the attacker the greatest opportunity to advance after the fighting. It will only be truly effective if your opponent is KIA'd or routed. Do not use it against a tough enemy position; your losses could well reach unacceptable levels.

6. THE COMBAT ROUTINES

There are two types of combat in ***MacArthur's War***. For convenience, they are referred to as regimental combat and minor combat.

The effective combat radius of all units is 2 hexes, regardless of type. Certain ranged units can be effective up to 15 hexes from their target. It is quite important to remember that the exact positions of the opposing battalions matter only insofar as battalions must be within 2 hexes or within range of an enemy unit to fight.

A battalion under attack can receive support from friendly battalions within 2 hexes (or range) of itself. Battalions with the same regimental I.D. are much more likely to provide support. Try to keep your regiments as concentrated as possible.

As a result of combat, battalions will lose strength points and become fatigued. They may even rout if the battle goes too badly against them. Rout is a general term used here to cover a number of different states. Essentially it means units unable to undertake organised activities within the normal military framework. For any given combat state, the higher the experience of a unit the less likely it is to rout, and the quicker it is to recover. Elite troops are very hard to shift and reorganise very quickly.

Routing battalions are readily identified on the screen by their distinctive icons. The supply, and to a lesser extent the admin, values of the regimental HQ are reduced in proportion to the intensity of the battle.

In addition each side may have a *brittleness* level set when the scenario was created. If a formation has been flagged as brittle and its losses are greater than or equal to the brittleness level then its supply and admin values will be zeroed and the units themselves will suffer attrition. This is to simulate the total loss of higher organization, even though the men may still be in the field. Naturally units in this condition are more likely to rout.

Even if a brittleness level is set, not every formation need be brittle. A brittle formation will have the brittleness level indicated to the right of the leadership factor in Menu 14. If the casualty level below it equals or exceeds the brittleness factor you are in trouble. A brittle division affects divisional supply and admin and any divisional assets. A brittle regiment affects regimental supply and admin and all component battalions.

Whenever a regiment executes an attack order you will receive a report providing you with the details. Losses will be specified as Light, Medium or Heavy. This represents the strength point loss as a proportion of current strength and is thus a relative measurement. Attackers losses are calculated on the total strength of all attackers.

The combat report also shows the orders for attacker and defender and if OBS is allocated it is described as Light, Medium or Heavy (LGT, MED, HVY). The order descriptions are more precise for one or zero player games.

Fatigue losses are not shown in the combat report but you should check on them through the various status reports. You must hit the space bar to proceed.

In addition to the regimental battles displayed in the combat reports referred to above, all other opposing units adjacent to each other are subject to the *minor combat routine*. The results of this routine are not displayed on the screen. Battalions may suffer fatigue and/or strength point losses as a result of minor combat. Minor combat ignores the presence of OBS points.

The higher the experience level of a battalion, the more damage it can cause and the less it takes from minor combat. Adverse factors for minor combat are lack of supply, high fatigue and high numbers of adjacent enemy units. Only routed units can actually be KIA'd in minor combat.

Minor combat does not occur at night, unless a side been flagged as *night capable*. Night capable battalions meeting the normal minor combat conditions will conduct minor combat at night. This simulates aggressive night patrolling and combat. In all other respects they are identical to normal battalions. Night capable battalions still suffer the normal penalties if they commit a regimental attack at night.

Night capability is indicated under the reports menu.

Mines and Forts

Mines and forts in ***MacArthur's War*** affect both movement and combat. A battalion moving onto an enemy minefield or fort cannot move any further that turn. Minefields and forts are automatically cleared at the end of turn, unless the battalion conducts or is the target of a regimental attack, in which case it has a 50% chance of clearing the minefield. Even if a fort or minefield is cleared in one turn, the unit's movement allowance for the next turn is zeroed. A unit on an uncleared mine or fort hex blocks movement through that hex. An enemy fort or minefield will not be removed unless it is cleared by a friendly unit. Until it is cleared, an enemy fort or minefield hex will remain enemy controlled.

Minefields (but not forts) cause losses in strength and fatigue, and will continue to cause these losses until cleared. In any turn, a unit on an enemy fort or minefield is also very vulnerable to minor combat, and incapable of inflicting minor combat losses on the enemy.

Friendly minefields have no effect. Friendly forts use the movement and combat effects defined for them in the construction kit. In a regimental attack on a fort, any engineer battalions (only), treat the terrain as being combat effectiveness (7) i.e. the easiest terrain for combat.

Routed units cannot clear minefields nor do they suffer any extra penalties for being in a minefield. Any enemy minefield or fort hexes occupied but not cleared are automatically cleared at the end of the game. This means you will receive victory points for those hexes.

These routines mean undefended minefields or forts slow movement without doing much damage. Defended minefields, or worse still, minefields with defended forts behind them can cause a lot of grief.

Special Units

These are units showing the the parachute, glider or landing craft icon. While showing this icon parachute or glider units are especially vulnerable to minor combat. They only show the

icon on the first turn that they land. Landing craft will suffer special attrition if there was space for them to land at the beginning of the turn and there was an enemy unit within two hexes. If there was no space they are deemed to be keeping a prudent distance offshore until such a space arises.

7. THE MOVEMENT ROUTINES

Once the last combat report has been displayed, the movement routines are activated. The computer determines in which order the regiments will move. This is based on admin, experience, supply, leadership, current order and a small random component.

If necessary, the movement routine will be divided into a series of *pulses*. This is to ensure that no single battalion moves more than 4 hexes (or 8 along a road) before every battalion has had a chance to execute its order.

Objectives may now be allocated to a particular division during the creation process. A computer controlled player will attempt to take or re-take those objectives with the specified division. A human player can naturally issue any orders he wishes. However, if an enemy unit is KIA'd, your battalions will move after combat towards a divisional objective, if it exists. Therefore you should either co-operate with the computer or remove the divisional objective allocation in the creation kit. The current divisional objectives will be listed on the bottom left of the screen under the reports menu.

The menu window will display the word <running> throughout the duration of the movement routines. The screen will center on each regiment as it moves. Once all movement is complete, the turn is over and the next turn will begin.

8. WINNING THE GAME

The game will end with the completion of the movement routine on the last turn. It is always a pm turn.

The victory screen will appear and summarize the players' performance.

9. TACTICS

Some parts of the game are so vital to playing it properly that they need to be specified in one place rather than scattered throughout the menu explanations. They are ***combat*** and ***supply***.

Combat

There are many factors in the game that are considered in the resolution of combat. The most important of these are the fatigue state, casualty level, and supply state of the troops. Deficiencies in any one of these areas can make a serious difference to combat performance. These are variables that are immediately affected by your command decisions and deserve your closest attention.

Tired or exhausted men cannot fight effectively. A combat result can cause loss of strength, fatigue or both. Thus men can lose fatigue points in combat in both attack and defence. Each attack can cost fatigue points and repeated assaults without a break will cause extra fatigue and supply losses.

Fatigue is recovered best at night by sleeping, and attacking at night will certainly cause fatigue losses and should only be done where really necessary. There are, however, some good reasons for attacking at night. These would include having large amounts of off-board support, the fact that your opponents air power makes attacking during the day very difficult, or having so many men that you can afford to have some attack at night to keep up constant pressure on the enemy. The main point is that troops fighting both day and night will rapidly become exhausted.

Night capable troops will conduct minor combat at night without fatigue loss. Moreover, any OBS allocated to them for a regimental attack automatically arrives as it does during the day. Non night capable units have only a 50% chance of receiving allocated OBS. Night capable units still receive normal fatigue penalties for regimental night combat.

Regiments in reserve will recover fatigue much faster than regiments in any other state and tired units should be placed in reserve to allow more rapid recovery. Attacking with units that are tired or exhausted invites disaster.

Units lose effectiveness as their casualty level mounts, over and above the actual loss of strength points. Any battalion with over 20% casualties is a definite candidate for reserve, and units with over 50% - even if they remain on the battlefield, are not very useful. If units are brittle you must try to keep casualties below the brittleness level. Brittle units will never recover and will eventually die of attrition, even if they are not in combat.

Casualty levels are not the absolute totals of killed and wounded. Rather they reflect the steady lowering of the number of men willing and able to effectively fight the enemy. Most of the casualties will not be hurt at all but are out of contact, cut off, confused or leaderless, pinned down or otherwise ineffective.

Putting such a unit in reserve will allow re-organization and replacement and will eventually restore it to a reasonable fighting condition. A unit committed and taking too many casualties may break and rout. A routed unit is no longer effective as a fighting force and will usually retreat towards its divisional HQ.

Routed units may not be targeted for normal combat but will suffer additional losses if they are adjacent to enemy units. Any unit suffering overwhelming casualties may cease to exist for game purposes. It is noted as KIA and disappears from the game.

Supply

The toughest unit is helpless without bullets and useless without food. The regimental supply level is used for combat purposes. Its likelihood of replenishment is related to its current order (reserve is best, assault is worst), the divisional HQ supply value and both HQs' admin values.

The divisional HQ supply and admin values do not change! If these are low you have to be extra careful in selecting an attack philosophy. Although a regiment may start with decent supplies, resupply will be a chancy procedure. Naturally attacks use a lot of supply, so avoid unnecessary combat.

Even if divisional supply is good each regimental HQ must trace a line of friendly controlled hexes to the divisional HQ to establish resupply for each regiment. You will be told if the LOS is open or cut. If it is cut, you may have to move your regiment or your HQ or both. Placement of the divisional HQ is critical.

As a special concession to amphibious operations, regimental HQs can trace supply to divisional HQs located offshore, i.e. showing the special landing craft icon. Once the HQ has landed the normal rules apply. Terrain prohibited to mech units and the presence of enemy

units may also block supply. If your LOS is blocked you cannot afford to wait too long before unblocking it.

Management

There is no such thing as a lucky turn. A good technique can overcome most reverses. Bad play turns reverse into disaster. A few principles to help you avoid disaster are set out below.

Keep a reserve. Your div HQ has to be about 6 hexes away from the enemy to make this possible. If you don't have that room, fight like crazy to create it. Don't commit your reserve until you have made provision for a replacement.

Use the right men for the job. Historically, the best formations got more than their share of tough jobs, for very good reasons. You will find those reasons equally compelling.

Give the right job for the men. Even inferior troops who are strategically on the defensive can and should attack, at least occasionally. Judicious use of probes will cause extra fatigue and supply losses to the attackers. They will probably win anyway but be in worse shape after the victory than if a purely passive defense had been maintained. If your probe catches an attacker during a prepare he will certainly suffer.

Manage your assets. In one sense all your troops are assets and your job is to use them correctly. The divisional assets provide a useful illustration of this. They should be checked every turn to ensure that they are being used in the most efficient manner possible. The techniques for managing them successfully apply to the rest of your troops. Apply those consistently and you'll be hard to beat.

PART TWO
THE SCENARIOS

THE KOREAN WAR (1950-1953)

INTRODUCTION

Upon casual observation, the Korean War may appear to have been merely another cruel civil war, of no concern to the rest of the world. Only by closer examination can we hope to see the true depth of the conflict, and thus comprehend the current state of world affairs. To gain this knowledge, one must look to the past.

An ancient Korean proverb declares that when two whales battle, the shrimp is crushed between them. Much to her misfortune, the "Land of the Morning Calm" has always been the shrimp of the east, cast into a troubled sea between the giant whales of Russia, China and Japan. In the summer of 1950, the prophecy would be realized during the conflict between ideological giants which was the Korean War.

A study in contrasts, the terrain of the Korean peninsula varies drastically. Great lunar mountain ranges of the north and east balance deep valleys and lowlands of the south and west. Rich with minerals and industry, the north could scarcely survive without the agriculture of the south. Rivers, great and small, traverse the land, swelling with the seasonal monsoons.

Mongols and Manchus have used the Korean valleys as roadways to victory, and modern nations have also known the strategic value of Korea. By 1905, Russia and Japan sought to expand their Empires, often in competition. China was a likely target, too large and poorly organized to defend its treasures. Vital Manchuria tempted each, but Korea had to be held as a gateway to those goals.

With a crushing victory over the Russian fleet off Tsushima, Japan seized Korea, proved itself a genuine world power, and began a bloody 40 year occupation. The flower of Korean independence fell swiftly to the Samurai sword. The United States found it convenient to forget a mutual assistance agreement with Korea, recognizing its own lack of military effectiveness halfway around the globe.

With the passing of WWI and the Russian revolution, Korean guerillas found new hope with the advent of communism and grave losses were dealt to the Japanese occupation forces. Nevertheless, Imperial expansion continued and in 1931, the Mukden Incident was swiftly followed by occupation of all Manchuria. In 1939 Russia and Japan signed a non-aggression pact and the two whales agreed upon relative peace. With the Triparute Axis Pact of 1940 however, Axis nations had set themselves against the world. Colonial attitudes, so acceptable

in the 19th century, would reap a horrible cost in tens of millions of lives by 1945. The outcome would shake Korea to the foundation

U.S. strategy in the Pacific War, and the development of a mighty strategic bombing force, gradually negated Japan's ability to make war. Yet the wisdom of military planners became clouded by the political desire for an "unconditional" surrender. Fearing the loss of their divine Emperor, Japan was forced to fight to the bitter end. Foreseeing a bloody conclusion to the war, the U.S. *insisted* on Russian entry into the conflict at the Potsdam Conference. This one, stupid act, more than any other, may well have set the stage for world politics as we now know it.

Russia did enter the Pacific War August 8th, 1945, two days before Japan surrendered and not until the U.S. had guaranteed the survival of the Emperor. In short, the U.S. had expended 95% of the war effort in defeating Russia's historic rival, and had then encouraged Russia to seize the initiative! By war's end, Russia had occupied the Baltic States and half of Germany in the west, and Manchuria and half of Korea in the east.

As a line of demarcation, the 38th parallel was agreed upon in Korea, with Russia accepting Japanese surrender in the north, and the U.S. doing likewise in the south. With the sudden collapse of Japan, Russia took possession of strategic areas and vast amounts of war materiel.

Manchuria and Japanese arms were given to the Chinese communists, who were then able to tip the scale in the Chinese Civil War and win the mainland. Further, many thousands of Koreans who had fought the Japanese were given further experience in communist Chinese divisions. They would return one day to their homeland, with the aim of resolving their own political issues.

In November 1947, the United Nations General Assembly established a Temporary Commission on Korea, to supervise a national election. Refusing to accept that authority, Russia established an interim (communist) government in the north of Korea. Nevertheless, the UN held its election in May 1948 in all areas accessible, i.e. south of the 38th parallel. Syngman Rhee was elected president of the newly formed Republic of Korea. In August 1948 the Russians staged an election in the north, producing the Democratic Peoples Republic of Korea and Premier Kim Il Sung.

Each government claimed rule over all of Korea, but in December 1948 the General Assembly recognized the ROK as the legitimate representative and called for withdrawal of Russian and U.S. forces. By the summer of 1949 the withdrawals were complete. Korea was left to fend for itself, and the ancient proverb would soon prove to be an accurate prophecy. This time the shrimp would be the Korean population, crushed between the opposing armies, acting out the hostilities of Cold War politics. With both sides clamouring for violent reunification, and border clashes a common occurrence, a bloody civil war was virtually assured.

"ACROSS THE 38TH"
25th - 29th June, 1950

Before withdrawing from Korea, Russia and the U.S. each prepared native military forces in their respective halves of the country. Each had a specific intent, as evidenced by their equipment. The very nature of the opposing forces would quickly determine the outcome of any confrontation, as was demonstrated in the short summer of 1950.

The Russians had made the North Korean Peoples Army into an exact replica of their own armed forces. Included were T-34 tanks with 85mm guns, self propelled 76mm assault guns

and a variety of heavy artillery and mortars, with a small air force of Yak fighters and Il-10 ground attack bombers. Many NKPA troops were veterans of WWII and the Chinese Civil War, fully trained in the doctrine of Russian envelopment. A complete spy network detailed the precise locations of ROK defences. By 1950, the NKPA was second only to the Russian Army, in Asia. It was a finely tuned offensive arm, capable of the invasion for which it had been created.

The ROK, on the other hand, had been blessed with antiquated WWII equipment such as ineffective 2.35" rocket launchers (bazookas) and 37mm anti-tank guns, neither of which could stop modern armour. They had a large number of old, short range, 105mm Howitzers, with little ammunition. There were no tanks, anti-tank mines or combat aircraft. Training was minimal and divisions were understrength, with no intelligence network to assist them. By June 1950 there was only a stockpile of six days supply, 15% of all weapons and 33% of all vehicles were under repair, and all major commands had recently been shifted. Many men were on leave and most units were poorly disposed and not on likely invasion routes.

The US had feared a confrontation with Russia and purposely hamstrung the ROK, to prevent their initiation of aggression. Rather than making an effective defensive army, they had produced a mere national police force. Reflecting American over-confidence of the period, *TIME* magazine called the ROK Army the "[illegible] best damn army outside the United States".

On the morning of June 25th, several NKPA divisions crossed the 38th parallel at key points. The 1st, 3rd and 4th Divisions deployed down the Pyongyang-Seoul, Pochon-Kumwha and Yonchon-Tongduchon roads respectively. Elements of the 105th Armoured Brigade led the way.

Defending, the ROK 1st Division was badly deployed, spread from Yonan to Korangpo. The 7th Division was better positioned at points along the parallel, Tongduchon and Pochon. Only the lead elements of the 2nd Division were available near Seoul, with the remainder in reserve at Taejon.

Artillery blasted the ROK positions as armour rolled over defenders, punching holes which truckloads of infantry soon filled. One Regiment actually rode a train to Kaesong, totally surprising the defenders. The ROK soldiers were unable to stop the armour and fell into panic. The inept General Chae ordered a counter-attack at Ui Jongbu, thus depleting his manpower further. Withdrawal became a rout, and ROK units fled to the capital city, Seoul.

Even as the NKPA reached the outskirts of Seoul, the main bridge south across the Han river was prematurely blown, while crammed with hundreds of civilians. Cut off from retreat, the remnants of the ROK forces were lost, with all their equipment. Soldiers were seen disrobing peasants at gunpoint, in an attempt to disguise themselves as civilians.

By noon of the 28th, Seoul had fallen. Those ROK forces which had survived the onslaught were reduced by half, all across Korea. Kim Il Sung's plan was working masterfully. It was expected that ten days would be required to conquer the rest of Korea, two months would be allowed if the U.S. intervened!

This scenario has a map scale of 2 miles per hex.

PLAYER'S NOTES

ROK FORCES. At the onset of the war, the ROK troops were of such poor quality they could not take offensive action. Strive to hold the border villages for 3 days, while forming a defensive position at Ui Jongbu, as it is the key to Seoul. In combat, armour is your greatest foe, but its destruction will reward you with twice the VPs. Try to hold Seoul to the end but, if you must give it up, flee toward Taejon to minimize losses.

NKPA FORCES Time is of the essence, with only 10 days scheduled for the liberation of the south. Try to slip past the border villages with fast armour, penetrating as far as possible. Infantry units which follow can mop-up the ROK. When facing determined resistance, use the tactics of envelopment. Use one force to attack the enemy head on, fixing them in position. Use 1 or 2 more forces to outflank and encircle, cutting supplies. Then eliminate all resistance by relentless attack. Push your troops to the limit until Ui Jongbu is won and Seoul should fall easily.

SCENARIO VARIANTS

(1) The ROK 1st Division was poorly deployed for defense. Assume General Paik had followed wiser military doctrine and placed his troops on the likely historical invasion routes. Redeploy the Div HQ to Munsan, position all units from 11th Regt within 3 hexes of Kaesong, all units from 12th Regt within 3 hexes of Korangpo and all units from 13th Regt within 2 hexes of Munsan. Position the two divisional asset battalions within 4 hexes of Munsan.

(2) At the time of the invasion, most of the ROK 2nd Division was in reserve at Taejon, too far away to respond effectively to the attack on Seoul. Give General Chae Byong Duk credit for more sense than he actually possessed and add the rest of General Lee's ROK 2nd Division to the ROK forces. The Div HQ and two battalions from the 4th Regt begin the game near Seoul. The 9th and 14th Regt HQs are already in the data base and the remaining battalions from the division can be brought to life by entering the following values for current strength; 3/1 (9), 1/2 (6), 2/2 (5), 3/2 (6), 1/3 (5), 2/3 (4), 3/3 (6), 1/- (4), 2/- (3).

TAEJON
5th - 20th July, 1950

In the years after WWII the United States had reduced the size of its navy and army such that only ten divisions were deployed around the world by the outbreak of the Korean War. The US had come to depend upon a mighty strategic bomber fleet, and the atom bomb. Strategic planning had placed a protective umbrella over regions considered vital. Korea and Formosa were not included and no contingency plans were developed for their defense. Within hours of the NKPR invasion, US policy changed drastically.

American political leaders were shocked by the rapid NKPA advance in the south. Having no strategic plan regarding Korea, and festering in the boiling political soup of *McCarthyism*, a knee jerk reflex occurred. President Truman and his staff perceived the Korean invasion as yet another example of overt communist aggression - the first step towards global domination. From the chill of a Cold War mind set came the abrupt decision to intervene with a "police action" to arrest the communist advance.

Having thus decided to intervene militarily, the US sought United Nations sanction to keep the matter politically acceptable. On June 25th, the UN Security Council voted unanimously to blame the NKPR for the "breach of peace", despite Radio Pyongyang claims that the ROK had in fact invaded the north! The Russian UN representative was absent from the vote and Yugoslavia abstained, allowing the UN to call for an immediate cease-fire and withdrawal of NKPR forces.

As the NKPA rolled towards Seoul, a Security Council resolution called upon member nations to render military aid to the ROK. Of 59 member states, 53 approved the resolution. 40 offered aid, 16 offered military units and 5 sent medical teams. UN support was forming but the initial burden fell upon US forces.

Of those forces, the closest were the understrength army divisions on soft occupation duty in Japan. Nearly two weeks would be required to transport any sizeable number of troops to the nearest ROK port, Pusan. Unfortunately, the closing NKPA divisions were also about two weeks distance from Pusan. If Pusan fell, the war would be over.

General Church's 24th Division was the first to enter the conflict but with limited time and shipping available it was committed piecemeal into battle. Those men honoured with the first taste of fighting were the 1st Battalion, 21st Regiment, with an artillery detachment formed under Task Force Smith.

Rushed to Pusan by July 1st, many had not even the time to clean their weapons properly. Directed to the farthest point north, TFS rushed to Osan, passing demoralized ROK troops on the road. Green and cocky, the men of TFS epitomized the US attitude and many were sure the NKPR troops would simply turn and run upon seeing that Americans were ready to fight. Unfortunately the veterans of the NKPA 3rd and 4th Divisions, the conquerors of Seoul, were not informed of their obligation to flee in terror. Neither were the US troops prepared to fight such a resolute foe, as they would soon find out.

On the morning of July 5th, TFS deployed at Osan, just hours before the arrival of enemy armour, and the hard veterans of the NKPR 4th Division. Unable to stop the armour, TFS was overwhelmed and its remnants fell back to the south. As other 24th Division units filtered to the front, defensive positions were formed and lost, from P'yongtaek to Ch'onan, Chochiwon and finally the Kum River. Delay and withdrawal was the only possible strategy to employ.

Even so, General Church was determined to make a stand at Taejon, a hub in the ROK road network. His problem, as would later be experienced by UN forces holding the Pusan Perimeter, was that his troops were too few to cover all bridges and ferry crossings of the river. The NKPR could employ flanking and envelopment manoeuvres, making a defensive position untenable.

A modern day Thermopylae was the dilemma which faced General Church. For to stand would mean the destruction of his Division, but to abandon Taejon too soon would not allow for the defense of Taegu, a road/rail centre of the highest priority. That in turn would lead, most likely, to the fall of Pusan.

Though 24th Division has been roundly criticized for its poor performance, it probably did no worse than any other army division would have done, and yet it did buy just enough time for a general UN retreat to the Naktong river, forming the Pusan Perimeter defensive position.

This scenario has a map scale of 2 miles per hex.

PLAYER'S NOTES

UN FORCES. Your task is to save time, even at the high cost in lives which must be paid. The trick is to balance the losses against the value gained, remembering that other points further south must also be defended. The hardest of military actions, the art of delay and withdrawal, must be mastered to "win". Make good use of terrain, and note that premature retreat from Taejon is just not possible, due to map restrictions. You will have to tough it out, as did the men of the 24th Division!

NKPA FORCES. The opposing forces are roughly equal in number, but your greatest advantage is cohesiveness and superior troop quality. Deploy rapidly to isolate, encircle and destroy defenders. Consider sending a regiment on a longer roundabout path to avoid delays at enemy road-blocks. Be mindful of attacks as your rapid advance south has strained your primitive logistics system, and supply is as critical as time.

SCENARIO VARIANTS

(1) New 3.5" rockets (super-bazookas) were developed at the end of WWII and one team arrived at Taejon on July 12th. Assume a larger number of the effective AT weapons arrived sooner, and increase Allied infantry ratings by 1.

(2) Anti-tank mines were also en route, the use of which may have slowed the NKPA advance enough to allow defenders to gather in force at key points. Set the 24th Division's 3rd Engineer Battalion to arrive on turn 19, and set mines on the road north of Ch'onan and all Kum river crossings.

(3) While the NKPA 3rd and 4th Divisions were poised to attack from the northwest, 2nd Division was asked to attack from the east. Exhausted and in reserve near Chongju, they failed to arrive in time to join the battle. Assume the 2nd Division officers properly motivated their men and introduce this formation into the battle. There are 5 HQs and 14 Bns in the 2nd Division, all of which are in the data base except for the Divisional HQ. Enter the following data to create the Div HQ, (2nd XX) (Infantry) (3) (4) (2) (0) (6) (53) (25,11). No entry is required to bring to life the 4 regimental HQs. The battalions are resurrected by entering the following values for current strength, 1/1 (6), 2/1 (4), 3/1 (5), 1/2 (3), 2/2 (4), 3/2 (4), 1/3 (4), 2/3 (6), 3/3 (5), 1/4 (3), 2/4 (2), 3/4 (4), 1/- (2), 2/- (3).

NAKTONG BULGE
11th - 19th August, 1950

Concurrent with other offensive actions, the NKPA crossed the Naktong River at three points on August 5th. Two were in the ROK sector, north of Waegwon. The third was south of Waegwon, in the weakened 24th Division sector. By August 11th, the entire 4th Division had deployed in an area referred to as the Naktong Bulge.

This breakthrough posed a serious threat, as Yongsan was in danger. Its loss would have divided US forces and endangered the vital city of Miryang. In doing so, the Taegu-Seoul rail and road routes would be cut, severing the supplies of troops defending the Pusan Perimeter. The result would be the likely collapse of the entire defense, and the end of the war.

Strong positions were taken by the NKPA on hills such as Clover-leaf and Obong-ni ridge, dominating the road to Yongsan. Lowlands and swamps to the east made it difficult for the weary US troops in the sector to drive out the invaders. Stronger force was needed, and General Walker used the 5th Marine Regiment as a fire brigade, disengaging it from the Chinju action and rushing it to the Naktong Bulge. With it came the close air support which had become the trademark of the Marines. Strong artillery units were also made available as the seriousness of the situation became evident.

Fatigued by the overnight march, the Marines started for Obong-ni ridge on the morning of August 17th and began the close assault in earnest. Marine Corsairs assailed the North Korean foe with deadly accuracy but many still remained in their deep foxholes. Hand grenades and carbines became the weapons of choice as the Marines cleared the high ground in gritty fighting which the official USMC historian ranked as one of the hardest fights in the history of the Corps.

Clinging to their positions with desperation, the NKPA called upon their reliable T-34's to turn the tide as they had done so many times before. Much to their misfortune, though, the tides of war had changed. Representative of the war as a whole, UN forces responded with a variety of arms, from 3.5" rocket teams, M26/90 Pershing tanks, recoil less rifles and deadly ground

support aircraft, each claiming their share of enemy tanks. The legend of the invincible T-34 had vanished in acrid smoke

With the loss suffered at the Naktong Bulge, the NKPA 4th Division was finished. Having suffered heavy losses prior to the Naktong offensive, its ranks were filled with green replacements. It had been further crippled by supply shortages, prohibiting effective offensive actions. Following the Naktong defeat, the 4th Division was delegated a Guards Division. It had been eliminated as a fighting force and served as a harbinger of things to come

The UN Forces had handed the NKPA its worst defeat but the Pusan Perimeter was still in danger. A turning point had been reached, at which the war would either become a slow battle of attrition along the Naktong or could be swiftly decided by a bold stroke. Gen. MacArthur had been planning just such a bold stroke to be executed at a place called Inchon! (Note that owners of SSG's ***Halls of Montezuma*** game can fight out the Inchon invasion at their leisure.)

This scenario has a map scale of 1 mile per hex.

PLAYER'S NOTES

UN FORCES: Your initial forces are tired and weak and probably won't be able to force the enemy from their heights. Concentrate on the Obong-ni ridge, using available forces to wear down the defenders. In case the enemy continues its offensive be content to protect your cities, Yongsan in particular. When the Marines arrive, rush them to Obong-ni and take the vital objectives.

NKPA FORCES: Two strategies are available to you. You may be able to strike toward a key city, thus diverting UN forces from the Obong-ni area. Intelligence indicates that possible UN reinforcements may come from the south and possession of Namji may block their arrival. Or you can concentrate on holding Obong-ni and nearby high ground, restricting yourself to defense. Supply is critical and offensive actions should be taken only after careful consideration.

SCENARIO VARIANTS

(1) The original UN battle plan called for the entire force to attack at once and overwhelm the defenders on a broad front. Poor intelligence and marshy terrain led to piecemeal commitment of forces. Revert to the original plan, setting the arrival of all units to 0, except for the Marines.

(2) When the Marines became available, a shortage of trucks required that 1st and 2nd Battalions had to march overnight, arriving at their deployment positions fatigued. Suppose that adequate transportation had been available and improve the fatigue ratings of the two units by 2 points.

(3) The Marines were to be utilized two days sooner but their attack was delayed until aircraft carriers with additional air support could be repositioned. Allow the Leathernecks to be rushed to the front due to the seriousness of the situation. Change the Marine's arrival to turn 17 and reduce UN air support (daylight) by 10 points.

(4) In order to enter the Naktong battle, the Marines had to be extracted from their operations near the town of Chinju. If they could not have been disengaged they would not have been available for the Naktong action. To remove the Marines from the scenario, enter a current strength value of 0 in all Marine units. Note that the 11th Artillery battalion is part of the Marine Group

UNSAN
25th October - 4th November, 1950

After the Inchon-Seoul campaign the UN faced an immediate anti-climax as no adequate follow-up plan had been devised. For even though X Corps had provided the anvil, the hammer of the 8th Army had failed to fall swiftly upon the NKPA along the Naktong line.

The NKPA commanders had wisely kept the truth from their troops, ordering a steady withdrawal north. Had the front line soldiers known they were trapped, the anticipated rout may well have developed. As it was, they fought as well as ever, delaying the 8th Army breakout. This bought enough time for substantial portions of the NKPA to flee north of the 38th parallel.

The resultant situation forced a crucial decision upon the UN, which it had not properly anticipated. Should they pursue the NKPA across the 38th parallel or not? To cross the line might ensure the defeat of the NKPR and re-unify Korea, but only at the risk of prompting military intervention by Russia or the People's Republic of China. To stop at the border would allow the NKPA to rebuild, perhaps to launch another invasion.

In September 1950 the US National Security Council studied the matter and reported its findings to the Departments of State and Defense. They concluded that crossing the 38th parallel was not necessary for victory and that intervention by Russia and/or the PRoC was highly probable.

If the line was to be crossed, three conditions were required. First, no UN troops were to cross the borders of Russia or the PRoC. Second, only ROK troops should be permitted to proceed north of the 38th parallel. Third, if either Russia or PRoC intervened, or threatened to do so, the operation must be canceled.

The US Joint Chiefs of Staff dismissed the report on the basis that military doctrine required the destruction of the NKPA to prevent a renewal of the war. They believed the ROK troops could mop up, with other UN forces confined to the south. The Central Intelligence Agency concluded that since the PRoC had failed to intervene on behalf of the NKPR thus far, such action was no longer likely.

In October, the UN passed a resolution allowing ROK forces to cross the 38th parallel. From late September throughout October, the PRoC used various public forums to express its concern and declared its intent to assist the NKPR. No action was taken against the ROK forces, although on October 10th, the PRoC clearly warned it would enter the war if US troops crossed the line. MacArthur knew the PRoC had massed troops along the Yalu but termed their intentions "unclear" and concluded no intervention was likely. The major stumbling block to UN thinking was that, while PRoC intervention in August would likely have sealed the fate of Pusan, and since the NKPR was nearly defeated by October, there was no longer reason for intervention.

On October 19th, the NSC relented and President Truman allowed MacArthur to enter the NKPR if militarily necessary. After MacArthur's victory at Inchon, no one dared oppose him again. Seeing the defeat of the NKPA as militarily necessary under the circumstances, on October 25th, MacArthur ordered the whole of Korea secured by UN troops. MacArthur had never agreed with Truman's policy and often publicly called for military opposition to communism, even at the risk of war with Russia and the PRoC. As a throwback to WWII reasoning, a "total" victory was now sought over the NKPR.

The PRoC had its own interests to protect and had been satisfied to allow the NKPR to conduct its own war, particularly since their victory had appeared likely. Even when the tide turned

the PRoC did not react. When ROK forces entered the North, the PRoC still restrained itself fearing no harm from Korean troops. When, however, MacArthur appeared to have been given free rein and was racing towards the Manchurian border, the vital portal to the PRoC was exposed to hostile forces. Worse yet, MacArthur was willing to defy his own President and had oft stated his desire to invade the PRoC and reinstate the Nationalists to power. It is no mere coincidence that the Chinese sprang into action the day following MacArthur's order sending US troops across the 38th parallel!

Ordered north with "all possible speed", the ROK II Corps rushed ahead. As part of an uncoordinated advance, the Corps was spread along the Chongchon river valley. The men of the Corps' 1st Division, perhaps the ROK's best troops, were unprepared to deal with the unknown danger ahead.

Arriving at Unsan on October 25th, a company of US Army tanks led the 15th Regiment north of the town, until stopped cold by a road block. Frustrated by this fierce new enemy, a few prisoners were rushed to General Paik for interrogation. Having fought similar troops in WWII, General Paik knew at once that these were soldiers of the People's Liberation Army of the PRoC. Despite warnings from the ROK II Corps, MacArthur dismissed the presence of Chinese troops as mere "volunteers" and of no special significance. Even on the brink of disaster, UN commanders refused to believe the PRoC would intervene.

More enemy troops massed from all sides. Huge forest fires spewed enough smoke to prohibit effective air support and artillery direction. Expert use of camouflage concealed an enemy who moved with swift silence along the hills, only to descend at night with a cacophony of whistles and bugles.

By the end of the month, the ROK II Corps had ceased to exist. 1st Cavalry troops were sent north to hold the line. The 8th Regiment arrived first, followed by the 5th Regiment. They too were encircled, with supplies cut and losses mounting. It was all they could do to flee south, leaving most of their equipment behind. Yet another debacle had been forced on the UN.

The Chinese Communist Forces, as they would be called throughout the war, had shown no fear of US firepower and a willingness to suffer heavy losses in order to defeat their foe. Yet having won their battles, they did not pursue the beaten UN forces. Still puzzled by the enigmatic Chinese, MacArthur conceded that this was the "beginning of a new war".

This scenario has a map scale of one half-mile per hex.

PLAYER'S NOTES

UN FORCES. Winding rivers and hilly terrain will cut your supplies easily enough, without having to worry about the Chinese. As a result, you will suffer a desperate supply shortage. Simply try to hold out with your ROK troops until reinforced by the Cavalry. With a lot of luck and good weather you may just survive! There is not much opportunity for assault as it will eat up supply and cause losses which you can ill afford.

PRoC FORCES. Use terrain to your advantage, deploying on hills and attacking the enemy on roads and rough areas. Be mindful of poor weather, which will inhibit Allied air support, and always consider a night assault to cripple your foe. Do not attack too often as your supply will rapidly fail. Try to finish off the ROK by the end of the month and then deal with the Cavalry piecemeal. Use encirclement to ensure cutting the enemy supplies for his quick demise.

SCENARI O VARIANTS

(1) Poor supply hamstrung the ROK from the beginning of the campaign. Assume Major-General Yu Jae Hung had not been so hasty in his advance and had prepared for more

effective logistic support. Increase the supply values of all HQs in the 1st Division (ROK) by 2 points.

(2) Chinese use of smoke and early snow drastically reduced both the amount and effectiveness of Allied support. Pray for northerly winds to clear the battlefield, increase Allied air support by 5 points and its effectiveness by 3 points. Raise the ratings of all Allied artillery by 1 point.

(3) Allied troops were unable to deal with the un-nerving nightly attacks by unseen PRoC troops. ROK troops in particular were unusually afraid of the new foe. Change the Allied troops to "night capable" in an attempt to balance the situation.

CHONGCHON
25th November - 1st December, 1950

A new UN offensive began on November 24th as the 8th Army once again pushed toward the Yalu. On the west flank, I Corps was deployed. The ROK II Corps stood to the east while IX Corps advanced in the centre.

Initially, the advance was steady along the entire front. Little did the UN troops know that the PRoC 38th Army had crossed the Yalu on November 10th. Moving only at night, they had eluded UN air reconnaissance and deployed along the Chongchon river by the 22nd.

With time to rest and draw battle plans, an ambush of giant proportions was set. Always thinking on a large scale, General Lin Piao plotted the envelopment of the entire IX Corps.

Heavy blows fell first upon the ROK 8th Division on the night of November 25th. As ROK units melted away, the entire right flank of IX Corps was suddenly exposed. Standard PRoC tactics of infiltration, road-blocks and envelopment destroyed ROK resistance.

The US 2nd and 25th Divisions were assailed on and across the Chongchon, forcing the 25th Division to withdraw with heavy losses. The 2nd Division found extraction more difficult and was soon in an untenable salient. Its artillery positions, supposedly a safe distance behind the "front", were directly attacked by infantry from the PRoC 113th Division.

As the 2nd Division had been centred on Kujang-dong, this became a crucial point of defense for the UN troops. With the fall of Tokchon, a southerly escape route had to be held open. Kujang-dong was one of two routes upon which the PRoC advance could be blocked.

By November 27th, 2nd Division's right flank was in danger of collapse and withdrawal to Kunuri was necessary. To bolster the left flank and block the advance of the PRoC 114th Division, the newly arrived crack Turkish Army Command Force (TACF) was sent towards Wawon. Just east of there PRoC road-blocks stopped the Turks. Heavy fighting induced fearsome losses on both sides as the Chinese finally met an opponent who would not yield.

In time, even the Turks had to withdraw, having held off the PRoC advance long enough for the 2nd Division remnants to filter south. Within the closing trap only two routes of escape remained open. To the southwest, through a long road adjacent to the Chongchon, the cities of Anju and Sinanju remained in UN hands. The 1st Cavalry Division had been called from reserve and its 5th RCT held open the gate at Anju.

A more direct route to the south passed through steep hills, towards Sunchon, where the remainder of the 1st Cavalry Division waited. Though a seemingly quicker route, PRoC troops had conducted yet another envelopment and had infested the pass. Thus, exhausted and beaten, UN troops had to run a veritable gauntlet of fire.

By December 1st, the survivors of 2nd Division had reached Sunchon and another UN offensive had been smashed by a heretofore unseen enemy. Chinese troops were credited with superhuman abilities due to their lack of fear in the face of horrendous losses. In the waning days of December, the 8th army fled more than 120 miles despite the lack of pursuit. The longest retreat in the history of the US military had ended and UN morale had been utterly shattered in the woeful trek up the Chongchon, and down the "Gauntlet".

This scenario has a map scale of 1 2 miles per hex.

PLAYER'S NOTES

UN FORCES. You can try to destroy individual PRoC units initially but your goal is to occupy key objectives as long as possible without squandering manpower. The TACF is the best regiment in the scenario and may blunt the whole PRoC 114 Division's advance if properly used.

PRoC FORCES. Be mindful of terrain and use envelopment to keep the enemy out of supply, thus balancing his day-time air support. Use night attack when support is available. Upon facing the TACF you must choose whether to fight head on with heavy losses or try to envelop, holding the "Gauntlet" in the process.

SCENARIO VARIANTS

(1) Due to enormous communication difficulties, the TACF could not be used effectively. They were simply pointed in a direction and left to fight independently. Assume that General Coulter had wisely provided the TACF with an interpreter and a radio. Raise the TACF regimental supply and admin values by 2 points each and bring forward the arrival of the IX Corps Div HQ to turn 7.

(2) When the ROK II Corps was routed, the ROK 7th Division fled west. The 3rd Regiment passed Tokchon but the 5th and 8th Regiments never arrived. Allow remnants of these regiments to filter through PRoC lines, thereby arriving on the battlefield about the same time as the 3rd Regiment. The 5th and 8th Regiments are already entered in the data base, but because their current strength values have been set to 0, they are dormant and take no part in the game. To bring them to life, alter the current strength values as follows: 1st Bn/5th Regt (4), 2nd Bn/5th Regt (5), 1st Bn/8th Regt (3), 2nd Bn/8th Regt (3).

(3) As was their curse throughout the war, PRoC offensives withered after the first few days due to lack of supply. Assume the swiftness of their advance had forced Allied troops to abandon large amounts of materiel which the PRoC could use. Increase PRoC Div HQ supply levels by 3 points each.

CHOSIN RESERVOIR
27th November - 4th December, 1950

In November 1950, X Corps was assigned to assist the 8th Army in its northern advance by seizing the village of Yudam-ni on the western shore of the frozen Chosin Reservoir. The Marines were to advance west to cut the NKPA/PRoC supply lines at Mupyongni, then turn north to the Yalu. Upon reaching the Manchurian frontier, the "Home By Christmas" campaign would be declared a success and the Korean War would have been "won" by the UN.

On paper the plan appeared simple enough but there was some dissent. USMC Commandant General Gate warned that X Corps was "going out on a limb" and that a winter campaign in

the mountains of North Korea was "too much to ask" of army or marine troops. In particular, he cited difficulty in maintaining supply and evacuation of personnel. Unfortunately for the men required to fight the battles, General Gate's prophetic warning was ignored. Once again "total victory" fever prohibited UN generals from realizing they had crossed an historic threshold into an era of limited war.

Meanwhile General Peng had drawn up a plan of his own, sending the formidable 9th Army Group to Chosin. The sole task of the eight divisions involved was to destroy the 1st Marine Division as they would kill a "snake" in their homes. Deployment was swift enough to place the 124th Division ahead of the marines at Funchilin Pass on November 2nd . By November 7th, PRoC troops had withdrawn and the Marine advance continued.

By November 26th, the Marine vanguard arrived at Yudam and within a day the 5th and 7th Regiments were both deployed. 1st Regiment was spread about Haguru and Koto to keep the supply lines open. The Marines at Yudam could expect no relief if they required it. Soon enough they realized they had run into a Chinese dragon of Corps dimensions.

The PRoC 78th and 89th Divisions took strong positions on the prominent ridges, virtually surrounding the valley in which Yudam was located. As they tried to pin the Marines in place, the 59th Division swept along the west, cutting the supply lines between Yudam and Toktong Pass. General Peng had set a clever trap but he too came to realize he had taken hold of the Tiger's tail!

Had any other troops of the UN conglomeration been thus entrapped their fate would have been as Custer at the Little Big Horn. The Marines, however, were trained as assault troops. Even their service personnel could fight beside the shock troops with no lack of skill or discipline. In addition, the Marines enjoyed the best close air support of the war with most of their 11th Battalion artillery in place as well.

Though considered the best troops of China, the divisions at Chosin suffered the same basic faults which crippled every PRoC campaign. Supply was never adequate beyond the first few days of an attack so that penetration of enemy positions could rarely be exploited. Effective communication existed only to the regiment level, meaning that HQ orders often took up to two days to filter down to engaged battalions. This delay seriously offset the superior mobility of PRoC troops, leading to uncoordinated attacks and heavy losses. Inadequate administration allowed thousands to die from normally non-fatal wounds, simply due to lack of proper care.

In effect, the Chinese traded off every advantage but manpower. That alone would be cast against the firepower of a small force of men with a common will of steel. It is no accident that General Peng chose as his first priority the destruction of the "soldiers with the yellow leggings".

A characteristic pattern of the Korean War repeated itself along the shores of the Chosin as both sides fought for control of the high ground. PRoC troops probed and attacked by night, trying to overrun Marine positions at any cost. If the defenders survived until dawn, Corsairs pursued and eliminated the massed attackers. Often, hundreds of bodies were seen piled about the defensive perimeters of Marine positions.

Finally, the Marines knew they had taken the "best punch" of their enemy. While news reports back home predicted the imminent defeat of both the 8th Army and Marines, the leathernecks themselves knew they could not be beaten. Nevertheless, they were ordered south to Haguru as part of a general UN retreat. When asked about the retreat General Smith stated simply "We are not retreating ... we are just attacking in another direction". With precisely that determination, the 1st Marine Division cut a path through enemy lines, arriving at

Haguru by December 4th. With that act of defiance the Marines had been as a candle in a whirlwind, casting the only light of hope in the disastrous defeat of the Chosin Reservoir

This scenario has a map scale of 1 mile per hex.

PLAYER'S NOTES

UN FORCES. Your forces are mighty but must be used properly to survive. Establish a perimeter, then use one regiment to hold Yudam as the other clears the supply lines. Probe often, exploiting only to seize objectives. Wanton assaults will eliminate targets but at an unacceptable cost. Ultimately, leap-frog to Toktong Pass where you should find relief.

PRoC FORCES. The PRoC battalions were so tightly packed together that UN supporting fire caused very heavy losses. Therefore, send the 59th Division to cut the UN supply lines at Toktong Pass and then probe and assault the Yudam defenders. Combined with night attacks, you may just wear down the Marines to the point of collapse. Seize every objective possible to ensure a victory on VP's, despite your tactical losses.

SCENARIO VARIANTS

(1) Originally, the entire Marine 1st Regiment was to garrison Haguru. Add the 2nd and 3rd battalions of the regiment to the UN Order of Battle. Add a company of 105mm Howitzers. Furthermore, alter the movement allowance of the 1st Bn/1st Regt from 0 to 8. It is thus freed from stationary garrison duty. How to make these changes is explained, step by step, in Chapter 4 of the WarPlan™ section of this manual.

(2) Poor communication and supply prevented the PRoC from pursuit, even when the Marines finally withdrew. Raise each Regt HQ supply rating by 2 points on the assumption that General Peng had had enough time to stockpile at various points around the ridges. Even though Div HQ was ineffective, the troops could have been better supplied.

(3) Extremely frigid weather wreaked havoc on both sides, freezing automatic weapons and plasma, as well as any unfortunate soul with more than flesh wound. Under such brutal conditions you may designate each side "brittle". Input 70%/80% for Axis/Allied scenario briefings, and designate each HQ as brittle.

(4) Unearthly cold and high altitude also played the Devil with UN aircraft which could easily have reduced the amount of available support. Reduce Allied support points by 10 to represent this.

CHIPYONG
13th-16th February, 1951

The winter of 1950-51 was a traumatic period for UN commanders who saw the defeat of their entire force and the entry of a frightening juggernaut into the war. A demigod to many, even the irrepressible General MacArthur had become a doomsayer. Ordering the 8th Army to retreat to the original beachhead "bastions" if necessary, he gravely predicted the total destruction of his command unless the PRoC mainland was invaded at once. To that end, he urged the immediate release of Nationalist Chinese troops and the use of nuclear weapons, even at the risk of escalation to WWIII! President Truman found himself in a political tug-of-war with his military commander, further upsetting the UN effort. Reluctantly, the goal of reunification of the peninsula was abandoned. In a final tragic note, perhaps symbolic of the sorry turn of events, General Walker died in a traffic accident on December 23rd, leaving the 8th Army without a leader.

General Ridgway found himself cast into the fray as commander of a defeated army, often retreating when there was no pressure from the enemy. Except for the Marines, the morale of UN troops was at an all time low.

A student of the bold General Patton, Ridgway took immediate steps to regain the initiative. Commanders were ordered to lead their troops from the field, as opposed to their former practice of taking residence in rear area headquarters. Front line troops engaged in aggressive patrols, increasing both their intelligence of enemy actions and their confidence in combat. Units were kept in interlocking formations, preserving front lines and preventing envelopment. Every form of supporting fire was utilized to cauterize objectives so that ground troops could secure their goals in relative safety. Artillery ammunition was expended with such volume that US Congressmen even complained of the cost!

As a net result, the 8th army was soon ready for a measured advance north. General Ridgway intended to squeeze terrain from the enemy, exacting the heaviest toll possible and forcing resolution of the war on the negotiating table. Gone were the days of reckless advance and crusty old notions of total victory. Marking a crucial turning point in the history of warfare, Gen. Ridgway turned the battlefields of Korea into giant "meatgrinders", capable of stopping the great red dragon of China. The era of limited war had begun.

General Ridgway's offensive began on February 5th, 1951 as X Corps and the I and II Corps from the ROK began a large scale envelopment to destroy huge portions of the PRoC army. The ROK 5th Division attacked on the right flank, northeast of Hoengsong to the Hongchon-Pugnam line. On the left, the ROK 8th Division attacked to the Yongduchon-Hongchon line. The US 7th Division drove up the Pyongchang Hoengsong road while the US 2nd Division was held in reserve along the Chipyong Wonju axis.

The PRoC 40th and 60th Armies, with NKPA II and V Corps counterattacked. As always, a weak point was found in the ROK lines, and by February 11th, the ROK 8th Division was routed. UN Forces fell back some 5-20 miles along the whole front, leaving the US 2nd Division in an exposed salient. General Moore was ordered to hold firm, for if Chipyong fell, the corridor to Yoju would be left unguarded. That in turn would allow PRoC forces to sweep behind X Corps, southeast along the Han River.

The 23rd Regiment (US 2nd Div) deployed among the hills at Chipyong, with time enough to fortify and lay mines. Supporting units were deployed to take advantage of natural terrain, which served to funnel the enemy into a meatgrinder. Firmly at the core of the defense was a crack French battalion.

General Peng was an able commander,but cursed with a stubborn nature. With recent PRoC victories along the Chongchon and Chosin he had no reason to think his veteran Corps could not push aside a mere regiment. Probing attacks began the night of February 13th, only to leave hundreds of Chinese dead at the base of the hills by morning light. Inflexible and incensed, he continued to push his troops south in the days to come.

Despite the success of their tactics, the Chipyong defenders could not hold outforever. Relief was dispatched on February 14th from Yoju in the form of a regiment from the 1st Cavalry Division. In keeping with their finest traditions, the cavalry arrived just in the nick of time and prevented a PRoC breakthrough. By February 16th, the three PRoC divisions fell back, leaving 5,000 dead behind. General Ridgway was so impressed with the victory he personally viewed the battlefield even while it was being secured. Like a phoenix, 8th Army had risen from the ashes of Chosin and avenged itself at the crossroads of Chipyong.

This scenario has a map scale of 1 hex per 1/2 mile.

PLAYER'S NOTES

UN FORCES. Adhere to General Ridgway's strategy by relying on probes and heavy support to bear the burden of the fighting and your troops will do well. But beware poor weather, which will require more modest efforts. Push the 5th Cavalry Regiment hard to reach Chipyong promptly and you should win.

PRoC FORCES. Attack during foul weather and darkness when the defenders have the least support. With three divisions at your disposal you can completely encircle the 23rd Regiment and then try to prevent the 5th Cavalry from reaching them. You may be able to win Chipyong in the process. There are large VP's for reaching southern objectives but you are not likely to get that far!

SCENARIO VARIANTS

(1) The presence of prepared fortifications around Chipyong may be debated so remove them and let's see if the defenders can still hold. After all, the swiftness of PRoC advance may have prevented such construction.

(2) The map dimensions restrict PRoC envelopment options. Allow for greater penetration of UN lines by reducing the Axis adjacent enemy-hex penalties to "0" for all 6 hexes.

IMJIN
22nd-26th April , 1951

Slowly but surely, General Ridgway's strategy was pushing PRoC forces north, and by March 15th Operation Ripper had freed Seoul. Never again would the ROK capital be lost and the 38th parallel was being re-established as a line of division between North and South Korea.

On March 30th, the US 3rd Division had established itself on the front line with the Commonwealth 29th Brigade in deployment along the Imjin river where it meets the Hanton river. Numbering 6,000 men, 29th Brigade consisted of 1 Bn Gloucestershire Rgt, 1 Bn Royal Northumberland Fusiliers, 1 Bn Royal Ulster Rifles, a Belgian Bn, 8 King's Royal Irish Hussars, 45 Rgt Royal Artillery and 170 Independent Mortar Battery. In support there was a veteran Philippine armoured unit and a Puerto Rican infantry Bn. The Imjin defenders were truly representative of the United Nations war effort.

North of the river, General Peng was implementing his first step, 5th phase offensive. PRoC divisions were suffering horrendous attrition, due to the effective "meatgrinder" devised by General Ridgway. Many raw recruits filled the ranks but some veterans still remained. General Peng organized the 63rd Army around his veteran survivors, planning to use them in yet another advance on Seoul.

His plan was to operate on a very tight timetable, sending 187th, 188th and 189th divisions across the Imjin, through 29th Brigade, and 56 kilometers to the south, capturing Seoul by May-Day as a gift to Joseph Stalin. Time was of the essence because General Van Fleet could not organize the defense of Seoul in that short time and General Peng was confident his 20,000 veteran troops could sweep aside the hopelessly outnumbered UN forces in the blocking position.

PRoC advance elements began crossing the Imjin, probing the Commonwealth defenders, on the afternoon of the 22nd. By the next day, two full divisions were pressing hard against the defenders. Lacking mines or fortifications, the men of 29th Brigade relied upon the one advantage no adversity could steal from them, discipline. With cool professionalism, officers

gave relentless orders to fire and reload, resulting in a mechanical and devastating level of firepower. Waves of Chinese were cut as wheat, followed by still more attackers. UN air strikes produced still more withering fire and yet the Chinese attacked with their typical resolve.

Of all units on the field of battle that day, the "Glosters" upheld the honour of their ancestors even beyond the limits of human endurance. After relief efforts failed the "Glosters" refused to retreat. By battle's end, surrounded but still fighting, scarcely 39 men of the original 800 had survived.

By the 26th, 29th Brigade withdrew to Ui Jongbu with 25% losses. The veteran PRoC Divisions had suffered 40% casualties and were virtually knocked out of the war. A shining example of heroism, the defiant stand of 29th Brigade along the shallow banks of the Imjin had dealt the Chinese offensive a heavy blow, protecting the left flank of I Corps and allowing for the defense of Seoul.

Even more important, the Imjin battle had once again proven UN resolve to resist any military force, despite the odds, and helped to force the enemy to the negotiating table for an eventual end to the bloody conflict.

This scenario has a map scale of 1 hex per 1/2 mile.

PLAYER'S NOTES

UN FORCES. Your forces are represented in small units with each Rgt equal to one Bn and each Bn equal to rough platoon size. This allows the tactical options which were available to your historical counterparts but severely limits the amount of damage each unit can take before its destruction. With that in mind, you may attack effectively but must attentively watch fatigue, supply and losses. With careful management you can hold the PRoC onslaught to the end of the scenario.

PRoC FORCES. 29th Brigade is small but formidable. You can not expect anything but heavy losses until about turn 10. With careful use of probes and night attacks the tide will then turn. Try to decimate key defensive positions and penetrate to objectives. With brilliant play you could just manage to win.

SCENARIO VARIANTS

(1) 29th Brigade had been deployed in "temporary" positions. Thus no special defensive efforts had been undertaken, despite the fact that it was known that large PRoC forces had gathered to the north. Assume a more prudent course of action had been followed. Place mines at each river crossing and fortify one position of your choosing for each of the three "Rgt's" of 29th Brigade deployed along the river.

(2) PRoC forces suffered from their usual lack of supply, thus weakening their offensive effort just when exploitation could have won the battle. Increase the Div HQ and each Rgt level of supply by "1" to represent better logistical planning.

(3) With three full divisions at their disposal, the PRoC might have done a better job of penetrating and encircling the 29th Brigade positions. To simulate this ability, reduce the adjacent enemy hex penalties for the PRoC by 2 point per hex.

AFTERMATH

By the end of April 1951, the JCS realized that it was unlikely for the war to end by decisive victory for either side. In effect, stalemate had occurred. Seeking non-military pressure to

force an end to the war, the UN General Assembly placed an economic embargo on the PRoC on May 18th, 1951.

As both sides sat down to negotiate, the delegations agreed by late July to the certain terms:

(1) The adoption of an agenda for future talks.

(2) The creation of a "Demilitarized Zone" along the 38th parallel.

(3) The creation of a body to supervise the DMZ.

(4) An arrangement for POW release.

(5) The development of recommendations to governments concerned with the war.

As political pressure stalled the UN advance, the PRoC took advantage of the lull to entrench and fortify north of the 38th parallel. Virtual WWI trench warfare had become the latest twist in the Gordian knot of the Korean War. After one year of open warfare, two years of negotiation dragged on. New pressure was required to force the PRoC to settle the issue.

Following the death of Joseph Stalin and the election of President Eisenhower, the US renewed thinly veiled threats to use nuclear weapons. An armistice was signed in July 1953 but no formal peace treaty has ever been agreed upon.

In the course of the war, the US lost 34,000 troops, the ROK 50,000, the NKPR 500,000 and the PRoC 900,000. It should be noted that the North Korean and Chinese casualties are American estimates and should possibly be taken with a grain of salt. In addition, most of the Korean Peninsula was laid waste.

Little was resolved between the emerging *super-powers* and if one benefit from this bloody war was evident, it was the horrific cost and minimal gains of conventional warfare fought by massive, modern and determined armies.

PART THREE
WARPLAN™

1. INTRODUCTION

The following notes are meant as a guide to **WarPlan™** The information they contain will also provide some insights into how the game works, and should be read at some stage even if you never construct your own scenarios

Varying an existing scenario is fairly straight forward and we provide an example of how to do this in Chapter 4. Variations are the easiest way to get the most out of your game. All of the scenarios in the game come with suggested variations which can be easily implemented. However, designing a full scenario will require a reasonable degree of familiarity with the game itself

All games in the ***Battlefront Game System*** use what are essentially similar design routines However there are a number of enhancements to ***MacArthur's War*** The issue of compatibility is discussed in Chapter 7.

We publish complete scenarios for the ***Battlefront Game System*** in our magazine ***Run 5***. These contain all the information required to create entire new games using the construction kit. For details on our ***Run 5*** magazine, please see the inside front cover of this manual

2. USING THE DESIGN MENUS

The data card contains a schematic display of the design menus. They operate in the same way as the Game menus that you have already used

In ***MacArthur's War*** there is no distinction for editing purposes between a scenario and a game in progress A game can be saved to disk, edited as you see fit and then restarted

This is a feature to be used with restraint. While you can change sides with the computer, for instance, it will generally take until the end of the next game turn for the computer to readjust.

3. PREPARING A DISK

Whether making a variation to an historical scenario or creating an original scenario, the procedure for preparing a save game disk is essentially the same. Examine the Start and Design menus. If you have not formatted a ***MacAthur's War*** save game disk, prepare one using the procedure given in Chapter 3 of the Game Routines.

When making a change to an historical scenario, select the <CREATE> line from Menu A and type (RET) to obtain Menu B

If the template which is providing the source for the variation is on a scenario disk, select the <SCENARIO> line and type (RET). Select the chosen scenario from Menu C. The computer will automatically process you through to Menu J (Create Master)

If the template which is providing the source for the variation is on a save game disk, select the <DISK> line and type (RET). Load the chosen file from Menu D. The computer will automatically process you through to Menu J (Create Master)

Use **WarPlan™** and **WarPaint™** to make whatever changes you wish to the data and then come back to Menu J.

Select the <DISK> line to go to Menu D. Select the <SAVE> line. Locate the desired save location in the catalog with the arrow keys and then type (RET). You will be offered an opportunity to enter a comment. Use it if you wish, otherwise select the <SAVE GAME> line and type (RET).

When you wish to create an original scenario, repeat the above procedure but before entering data use the <CLEAR> line in Menu J to erase the data bases.

4. VARYING A SCENARIO

Varying a scenario is a way of exploring historical options. It is much easier than creating a new scenario from scratch and is a good way to become familiar with the design mechanics.

As an example we can look at a suggested variation for the Chosin Reservoir scenario. What we have to do is add two infantry battalions and one artillery company to the 1st Marine Regiment as well as altering the movement allowance of the single battalion of the 1st Regiment already present.

Use the instructions from Chapter 3 to set up a copy of the Chosin Reservoir scenario to work on. Select <WARPLAN> from Menu J to obtain Menu 4. From Menu 4 select <UNIT DATA> then <TROOPS>

Select Allied <DIV 1> and then <RGT 1>. Regiment 1 has a HQ and a single battalion assigned to it. The first job to do is change the movement allowance of the 1st battalion.

Select <BN 1> then <EDIT>. Type (RET) until the cursor is on the <Movement> line and enter a value of 8. Type (ESC/f1) twice to return the cursor to the regiment screen.

The next job is to add two infantry battalions to the regiment. Select <BN 2> then <EDIT>. Type (2) (RET) (23) (RET) (19) (RET) (0) (RET) (0) (RET) (1) (RET) (8) (RET) (0) (RET) (12) (RET) (10) (RET) (12) (RET) (0) (RET) (5) (RET) (7) (RET). The cursor should be back in the ID box. If you make a mistake, use the (RET) key to cycle through the parameters and make the appropriate changes. We can make short work of the second infantry battalion using the <STORE> and <RECALL> feature. Type (ESC/f1) to return to the edit menu and select <STORE>. This makes a special copy of the battalion. Type (ESC/f1) again and select <BN 3> and then <RECALL>. A copy of <BN 2> has been entered. Select <EDIT> and change the ID to (3), the location to (24,19), the current strength to (9) and the range to (1). The other values are unchanged.

Now add an artillery company. Select <BN 4> then <EDIT>. Type (11) (RET) (24) (RET) (20) (RET) (13) (RET) (0) (RET) (22) (RET) (6) (RET) (0) (RET) (3) (RET) (3) (RET) (13) (RET) (15) (RET) (5) (RET) (7) (RET).

That's all you have to do. Type (ESC/f1) three times to return to Menu 12. The 1st Marine Regiment has been augmented. Type (ESC/f1) until you return to Menu J (Master Create). Save all your changes to disk using the <DISK> option.

5. THE WARPLAN DESIGN MENUS

This section describes the various menus in **WarPlan™** together with explanations of their functions. The order in which they are presented represents a convenient sequence for the creation of a new scenario.

5.1 MAP DATA

5.11 Map Size (Menu 8)

The map size in ***MacArthur's War*** is variable. Each map element is 13 Hexes wide by 7 hexes deep. There may be up to three elements across and four down. Thus, the maximum size of a battlefield is 39 by 28 hexes. At a suggested ground scale of 1 kilometre per hex, this represents an area of a little over 1,000 square kilometres.

In creating a scenario, map size ***must*** be set before anything else. Select the smallest map size that can comfortably support the action you wish to represent. Apart from being less work, smaller maps will mean faster games.

5.12 Define Terrain (Menu 7)

There are sixteen terrain shapes in ***MacArthur's War***. The shapes are completely editable in **WarPaint™**. The names and the effects on both combat and movement for any terrain shape can be defined for each terrain type. It is possible to represent the ground conditions of any battlefield by judicious use of names and combat/movement effects. Use the (RET) key to advance the cursor through the screen.

Examine any (or all) of the game scenarios and the blank design form in Appendix A. For each terrain shape you wish to use, enter a 1-10 letter name.

Every battalion in the game is assigned a movement allowance in the Troop Creation routines. The movement section of this display is used to determine how many movement points each type of terrain will cost when that battalion enters a hex of that type.

Mechanized battalions are those primarily moved by tracked or wheeled vehicles. Non-mechanized battalions primarily move on foot. Enter a number between 0 and 31. Note that 0 signifies the hex is impassable to that type of battalion and will appear on the screen as a dotted line. The terrain symbol on the top of the screen corresponds to the line currently being edited by the cursor.

Terrain affects combat by reducing the effectiveness with which an enemy battalion will attack a particular hex type. Since armoured, artillery and infantry units play a different role in combat, there is a separate effect for each type. Enter a value between 0 and 7. A value of 7 means that the terrain has no adverse effect on combat. A value of 0 means an incredibly tough position to assault.

5.13 Define Misc Factors (Menu 8)

There are 3 components to this screen. Examine any (or all) of the game scenarios and the blank design form in Appendix A.

1. Roads, Forts and Cities must have their movement and combat effects defined in the same

way as terrain types. Note that forts and cities cannot affect movement and roads cannot affect combat. Mechanized units cannot cross rivers except at bridges. Notice how Forts, as defined, can severely reduce the combat effectiveness of all three troop types.

2. Every hex on the map is controlled either by the Axis or Allied player. This is set when the scenario is created. Control then changes when a battalion enters an enemy controlled hex. This change is automatic except for enemy forts and minefields. They take a variable amount of time to demolish/clear and until rendered ineffective they will function as normal for their original owners.

In essence, you do not really control a fort or minefield hex until you have cleared that hex. Hexes occupied but uncleared at the end of the game are automatically cleared and will earn victory points. Progress is always slower when moving in enemy territory. Just how much slower is determined by the values entered for adjacent enemy controlled hexes. The parameters from (1) to (6) are the number of surrounding hexes which are enemy controlled. The values underneath each parameter which may range from 0 to 15 specify the movement point penalty, for entering a hex surrounded by any particular number of enemy hexes. Note that the penalty is specified for each side. Thus the AXIS line specifies the penalties for Axis units in Allied controlled hexes and vice versa.

3. The size of a battalion is measured in strength points as described in the Troop Creation mutines. Each player receives victory points for destroying enemy battalion strength points. A value between 0 and 15 must be entered for both the mech and non-mech categories. The AXIS line reflects the number of VPs earned by the Allies for killing Axis strength points in each category.

5.14 Map Create Utility (Menu 9)

It's probably a good idea to make a draft version of your battlefield before completing the rest of the map data. However, we strongly advise you not to edit the map screen until all the information in Menus 6-8 has been compiled and entered into the program.

A 13 hex by 7 hex section of the map will appear with a white flashing cursor. In the bottom left of the screen you will find the hex co-ordinate of the cursor's current location. The middle section contains the terrain name and the icons applicable to the current hex, as they appear in the map walk routines. If the hex has been defined as an objective the name appears at the bottom of this section. There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

There are 16 terrain types which can be entered. River and bridge hex sides can be entered. Roads, cities, forts and minefields can be added to a hex in any combination. Every hex must be identified as Axis or Allied controlled.

The I,J,K,M and 1-6 keys will move the cursor around the chosen battlefield. 0 will centre the screen on the cursor.

To create a terrain type in a hex, type (T)(n) where n = a number between 0 and 15. Please see the blank terrain effects chart in Appendix A. Note that the second terrain type (the clear icon) requires you to type (T) (1) (RET). This is to distinguish it from terrain types T10-T15.

To add a road, city, fort or minefield to the hex, type (R), (C), (F) or (X) while the cursor is over the hex. Type the same letter to remove the feature.

To create a river hex-side, you must type three keys. The first is (S). This identifies a hex-side. The second is a number between 1 and 3. This identifies north, north eastern and south-eastern hex sides respectively. Note that the south hex-side of one hex is the north hex side of the hex directly below it. In this way, all 6 hex-sides can be edited. The third is a number

between 1 and 2. (1) identifies a river, (2) identifies a bridge. Type (S0) to clear all hex-sides from a particular hex.

To set control of a hex to Axis or Allied, type (RET) to bring up the map menu and select <SET SIDES>. Select <AXIS> or <ALLIED> as appropriate. All hexes, except T0s, will have their terrain icon replaced by the Axis or Allied control icon. As the cursor moves, it will leave a trail of the appropriate control icons behind it. To change control, type (RET) to bring up the map menu and select <RESET ALL>. You are back at square one and can repeat the procedure using the other control icon. When editing hex control from scratch, the default value is Axis.

For convenience, you can set the cursor to automatically produce a terrain shape. With the cursor flashing on the chosen terrain, type (RET). This brings up the map menu in the bottom right of the screen. Selecting <SET SHAPE> from this menu will lock the current terrain shape to the cursor. You may now move the cursor and the selected shape will be created wherever the cursor is moved. Type (RET) again to go back to the menu and select <RESET ALL> to turn off the shape.

We suggest you keep the map size as small as possible for your first original scenario.

All maps are compromises between the actuality of the terrain and its representation. Do not feel afraid to be creative with terrain to make the map work properly within the game system.

5.2 UNIT DATA

5.21 Troop Creation (Menu 14)

Examine the blank division roster in Appendix A. One of these should be prepared for each division in the game. Do not attempt to edit the screen until these rosters have been completed.

Armed with your completed roster and using the information in Chapter 4 (Varying a Scenario), you can create the units in the division.

The following notes will explain the factors which must be valued or rated. A design perspective is attempted in the Design Overview at the end of this section.

Headquarters

HQ I.D. Enter a 1-8 character name to identify the division or regiment.

UNIT TYPE. Enter a 1-8 character name to describe the type of division or regiment.

HQ ADMIN. Enter a value between 0 and 7. Admin affects the efficiency of every function the HQ carries out. The higher the value, the better. Divisional HQ admin never varies in the course of a game. Regimental HQ admin rises and falls in response to the current situation.

LEADERSHIP. Enter a value between 0 and 7. Leadership is always important in battle. The higher the value, the better. Neither divisional HQ leadership nor regimental HQ leadership will change in the course of a game. Both are important to the effectiveness of a formation.

HQ SUPPLY. Enter a value between 0 and 7. Divisional HQ supply is fixed in each scenario and represents the overall supply status of the formation. Regimental HQ supply usage is dependent upon combat while resupply is dependent upon the divisional supply value.

The more fighting, especially assaulting or exploiting that a unit does the greater the supply consumption. An adequate regimental HQ supply level is vital for effective combat. Values between 4 and 7 are satisfactory for all purposes, values of 2 or 3 will result in certain penalties in combat while values of 0 and 1 are disastrous. Thus a unit with very low

divisional supply will be severely restricted in the amount of effective combat it can undertake.

BRITTLE. Enter a value of 1 if the HQ is brittle. Brittleness is a factor for divisional and/or regimental HQs. A unit suffers the effects of brittleness only if the regiment or division is designated as brittle and its casualty figure reaches the brittleness level set in the scenario briefing. Once this happens then the divisional or regimental HQs supply and admin values are set to zero and attached battalions suffer attrition each turn. For divisional HQs the affected battalions are the divisional assets, while for regimental HQs they are the regular battalions of that regiment.

HQ MOVEMENT. Enter a value between 0 and 31. Regular divisions with the usual provision of wheeled or horse-drawn vehicles should be given a movement allowance at least equal to the mech. min. value, even if they are basically leg infantry divisions. Only those divisions such as airborne and marine which arrive by an air or amphibious route should have a movement allowance lower than the mech. min. Resupply by XX HQs with a movement allowance lower than the mech. min. will not be as good as their conventional brethren in most circumstances. Resupply across rivers is less restricted for XX HQs with a movement allowance lower than the mech. min. If a unit was tied to a single supply source (such as Airborne divisions and their drop zones), consideration should be given to using a zero movement point HQ to reflect this.

ARRIVAL (XX HQ ONLY). Enter a number between 0 and 99. This is the turn that the divisional HQ will arrive on the map. An arrival number of 0 means the HQ begins the game deployed on the map. Units without a divisional HQ will have no line of supply. Delaying the arrival of a HQ beyond that of its battalions is a very useful way of restricting the operations of units until an appropriate time.

LOCATION (XX HQ ONLY). Enter the x,y map co-ordinates of the HQs start or arrival hex.

Battalions

UNIT I.D. Enter a 1-3 character name to identify the battalion.

LOCATION. Enter the x,y map co-ordinates of the battalion's start or arrival hex. Note that amphibious reinforcements must be given an ocean hex adjacent to the intended beach-head. Do not place two battalions in the same hex.

CLASS. Enter a number between 0 and 13. These 14 numbers correspond to the fourteen different types of battalions you may create. The types are: 0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type. These are the three types of units defined by the combat routines.

MODE. Enter a number between 0 and 3. This number determines the mode of entry of a battalion. 0 = normal; the battalion begins on the board or arrives as a reinforcement in the normal fashion. 1 = airborne; the battalion begins the game just landed by air drop or arrives as a reinforcement by air drop. 2 = air landing; the battalion begins the game just landed by air transport or arrives as a reinforcement by air transport. 3 = amphibious; the battalion begins the game at sea adjacent to a beach-head or arrives as a reinforcement in an ocean hex.

Units in normal mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in parachute mode will arrive

on any hex within 1 hex of their designated entry hex. If there is no vacant hex inside this radius, they are destroyed. Units in air landing mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in amphibious mode will arrive on any coastal hex within 2 hexes of their designated entry hex. If there is no vacant hex inside this radius, they will wait offshore until there is one.

EQUIPMENT. In Menu 15 you are asked to describe, with a 1-8 character name, the types of equipment/troops used by your corps. This facility makes the identification of friendly units much easier. The name itself is not used by the program; it is simply a mechanism to increase the recognition level of a battalion. There is space to list 31 items of equipment and/or troop types. Number 0 is always blank. Enter the number corresponding to the appropriate equipment.

Once you've had some experience with these routines, we recommend you prepare Menu 15 before Menu 14.

MOVEMENT. Enter a number between 0 and 31. This is the number of movement points the battalion will have available for each turn. Note that you must co-ordinate this number with the mechanized minimum value from Menu 19 (Scenario Details). All battalions with a movement allowance greater than or equal to the chosen mechanized minimum value will be treated as mechanized units; all others will be treated as non-mechanized.

ARRIVAL. Enter a number between 0 and 99. This is the turn that the battalion will arrive on the map. An arrival number of 0 means the battalion begins the game deployed on the map.

MAXIMUM STRENGTH. Enter a number between 1 and 15. This is the maximum strength of the unit. For infantry and armour types, a full strength company is equal to 3 strength points (SPs). A depleted company is worth 2 SPs and a remnant company worth 1 SP. Look to make a typical battalion at full strength between 9 and 12 SPs, and adjust all other units relative to this benchmark. For artillery types, 3 tubes is equal to 1 SP.

CURRENT STRENGTH. This must be less than or equal to the initial strength. For various reasons it is often desirable to start a unit understrength. This allows you to do just that. The normal game processes for replacements will tend to bring a unit's strength back to its maximum strength.

RATING. Enter a number between 0 and 15. This number is a subjective evaluation of the quality of the equipment and organization of the battalion. For example, the rating of a tiger tank battalion would be 12-15 depending on the scenario while a Matilda tank would be lucky to rate 1 in any circumstances.

Infantry, armour and artillery type battalions should be rated on separate scales. The combat mechanics take care of the inter-relationships. If you don't like the ratings of your favourite hardware or unit, change them.

RANGE. All direct attack types of infantry battalions should have a range of 0. All supporting types of infantry battalions should have a range of 1. All armour type battalions (except mechanized infantry) should have a range of 1. All artillery type battalions should have a range equal to the effective distance at which they could engage the enemy. The maximum range is 15.

FATIGUE. Enter a number between 0 and 7. 0 = totally exhausted, 7 = bright-eyed and bushy-tailed.

EXPERIENCE. Enter a number between 0 and 7. 0 = green and pretty well useless, 7 = elite troops of the highest quality. The average regular battalion should have an experience between 3 and 5.

ATTACHMENT (XX ASSETS ONLY). Enter a number between 0 and 4. This number will identify which regiment of the division has currently been assigned the particular asset battalion. A number of 0 indicates that the asset is in reserve

Note that all asset battalions which are intended as reinforcements should be assigned to a regiment when created and ***not*** placed in reserve. This will stop them from clogging up a reinforcement hex while they get their bearings.

A DESIGN OVERVIEW

Units

The process of creating a scenario should be regarded as an art rather than a science. While some armies came close to fighting with a homogeneous organization, a lot didn't. The circumstances of war usually bear little relation to paper organizations. Do not be afraid to combine units and manipulate strengths and ratings to get the desired affect. A scenario is much more than the sum of its parts.

Combat

The various battalion types, as defined by the CLASS entry under Battalions, have different effects in the combat routines. Choice of the CLASS for a unit should bear these in mind. The types are listed below.

0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type.

Any combat having both the INF types 0-3,5-7 and ARM types 11-12 gains a combined arms bonus. When defending, there is an additional bonus for the presence of an anti-tank type unit (8-10).

Any unit with a range greater than zero gains a bonus when used in conjunction with a 0 range unit. For example, a US infantry regiment usually mustered three infantry battalions and an artillery battalion. The heavy weapons and mortars were in separate companies organic to the infantry battalions. To represent the supporting fire of these companies, enter a range value of 1 for one of the infantry battalions. This will ensure that the combined arms bonus is realized. Note that the artillery bonus is in addition to the above.

The presence of ART or OBS also confers a bonus, irrespective of the actual effectiveness of those points. ART and OBS points work with full effectiveness only in <ASSAULT> or <EXPLOIT>. All other orders are only 50% effective.

Engineer units ignore terrain when they attack, and are hence extremely useful for attacking forts.

Supply

Supply consumption is dependent on the level of fighting a unit engages in. Normal resupply depends on regimental and divisional admin and divisional supply. There must also be a Line of Supply (LOS) between the regimental and divisional HQs and the Div HQ must not be adjacent to any enemy unit. If their is no LOS then resupply can still occur but at much reduced levels.

5.22 Equipment Roster (Menu 15)

The use of this menu has already been explained in the previous section.

5.23 Axis/Allied Objectives (Menu 16)

Axis and Allied objectives are created in the same way. Examine the blank objective chart in Appendix A. Each side may have a maximum of 12 objectives. The <FORWARD> and <BACK> lines in the menu window are used to bring up the next objective. The <EDIT> line is used to enter the objective and set its parameters. The <MAP> line is an alternative method of positioning the objective on the map.

Each objective must be given a 1-11 character name and an x,y map location.

An objective may have a division, numbered 1 to 3, assigned to it. If a side is computer controlled, the computer will attempt to take an objective with a regiment from the nominated division. This regiment will be assigned divisional assets and will head for the objective at every opportunity. If a number of objectives are given to one division it will attempt the closest and work its way through the others as they arise. In this way a line of advance may be specified for a division.

This control is only valid for the turns that an objective is earning points. If an objective is assigned which starts in friendly territory, i.e. is already owned, then it is ignored and the division will seek enemy controlled divisional objectives or follow the normal rules. However, if such an objective is taken by the enemy, then the computer will make a concerted effort to recapture it.

The ability to control troops conferred by the divisional objective is very useful. Scenario creators now have a lot more power at their disposal.

Victory points can be awarded for the possession of an objective on a turn by turn basis throughout the game and/or at the end of the game. When awarding points throughout the game, you must select the turn that point scoring will begin and the turn on which it will end.

If you wish to create an objective simply as a signpost for the direction of your troops, then don't assign any VPs for its possession. The Objective or Enemy II commands are the only way to move men freely around the map. If you want troops to be able to go somewhere, put in an objective.

5.3 BRIEFING

5.31 Corps Details (Menu 18)

Examine the blank briefing form in Appendix A as well as any of the scenarios.

For each nationality you must enter a 1-16 character name for the Side, the Corps and the Commander.

Support points are assigned in two categories, those available in daylight turns and those available at night. Each point of air support is equivalent to 1 SP of artillery. Reliability measures how likely the support points are to be available for use each turn. 0 = unlikely, 3 = almost certain. Rating is a measure of the effectiveness of the support. Sixteen inch naval shells deserve the highest rating, 25lb WWI surplus bombs the lowest.

Air superiority is measured on a scale of 0-7. 0 = strong Axis, 7 = strong Allied. Reliability measures how likely this air superiority is to remain throughout the scenario. A reliability of 0 means the air superiority condition could fluctuate frequently throughout the scenario. A reliability of 7 means there is little chance of any change to the air superiority condition.

5.32 Scenario Details (Menu 19)

The blank briefing form in Appendix A illustrates this routine.

Enter a 1-16 character name for the scenario. There are up to three 26 character lines you can use for a sub-title to the scenario.

Enter the turn, day, month, year and century that the scenario begins.

Enter the number of days the scenario will last. The maximum is 25. Every game ends on a pm turn.

Enter the initial weather. 0 = precipitation (rain or snow as appropriate), 1 = heavy overcast, 2 = light overcast, 3 = clear. Note that this is atmospheric weather only. To reflect the effect of mud or snow on ground movement, you must make appropriate provision in the terrain effects routine.

Enter the current weather forecast. 0,1 = stormy, 2,3 = building, 4,5 = stable, 6,7 = clearing.

Enter the climate. This sets the basic parameters on which the weather forecast will operate to produce the weather. The default type 0 is European, identical to the ***Battlefront*** system. The other climates are Arid, (suitable for desert battles), Monsoon, Tropical, Arctic (clear only 25% of the time, cloudy or precipitation the rest) and Temperate (perfect weather, just like Sydney).

Enter the Mech Min. All battalions with a movement allowance greater than or equal to this number pay mechanized terrain costs. All others use the non mechanized values.

Enter the separate casualty levels at which units of each side become brittle (if so designated). These are percentage casualties in increments of 10%.

Enter for each side whether it is night capable. Night capable units conduct minor combat at night and always receive their allocated OBS points.

6. WARPAINT™

Warpaint is entirely new to wargame construction. Even we are amazed at just how useful it is. Every useful icon in the game can be edited, including all unit and terrain icons.

6.1 WARPAINT™ (Menu 20)

The <GRAPHICS> line gives access to the icon editor. The <STORE> and <RECALL> lines are used to install or extract a graphics set from any ***Battlefront Game System*** save game or scenario disk.

For example. Suppose that you liked the Cauldron graphics so much that you wanted to use them in the Battleaxe scenario from issue 7 of ***Run 5.***

To transfer the graphics you would execute the following steps. Load the Cauldron scenario, and use the <RECALL> line to load the graphics. Remove the Cauldron disk and insert the Battleaxe disk. Load the Battleaxe scenario and use <STORE>. The graphics that were in Cauldron are now in Battleaxe. Save the Battleaxe game and the change is permanent.

6.2 GRAPHICS (Menu 21)

The screen shows a large boxed section on the left. This shows a pixel by pixel representation of an icon. Below it the icon is shown in white and the allowable colors as it would look upon the screen. The icon number is shown above the menu box. The current selected color is shown below the menu box. Selecting the <EDIT> line shows a flashing cursor in the top left of the icon box. The box is fourteen elements across by 16 elements down. The presence of a pixel is shown by a white square and its absence by a white dash.

The I, J, K, and M keys or the arrow keys are used to move the cursor around the icon box. At any location the (RET) key creates a pixel if none is present and removes it if one is. As you make changes in the large icon box these are reflected in the small icons at the bottom of the screen.

The rules for manipulating the screen icons are a trifle complicated and may vary from computer to computer. They are explained in detail below

After using the edit function type (ESC) to leave. You will be asked to <SAVE> or <IGNORE> your changes and must make this choice before returning to Menu 21. Choosing <SAVE> incorporates any changes you have made while <IGNORE> returns the icon to its previous shape.

The <COLOR> option allows you to change the selected color of the icon. The <STORE> and <RECALL> options allow you transfer an icon between different icon numbers, allowing easy variations. The <CLEAR> option blanks the screen.

TECHNICAL NOTES

Apple Users

Welcome to the wonderful world of color mixing. There are a number of restrictions in the Apple graphics as some random experimentation will make obvious. Vertical white lines must be at least two pixels wide, otherwise they turn out either orange or blue. Depending on which column they are in, vertical lines one pixel wide can appear in two colors and are invisible in the other two. Essentially, any shape that looks good in both white and a color must be multiples of two pixels across, unless you like the weird color mixing you get by defying this rule. Some icons are designed to be used only in white and so can ignore the weird color effects.

Since the color of a dot can change depending on exactly where on the screen it happens to be located, designing non white icons also demands care.

Continuing icons to the edges can cause color mixing problems, especially at the corners.

Commodore Users

The Commodore does not have the restrictions of the Apple with regard to pixel combinations. However the Commodore does have some color mixing problems of its own, especially at the top and bottom of hexes.

There are blank layout sheets for graphic design for both the Apple II familyand the C64/128 in Appendix A. Make photocopies of them or draw up something similar, they are an essential aid to graphic design.

Icon Functions

All icons have a particular function. In the case of the terrain icons (numbers 0 to 15) the functions and the name are defined in the terrain menu. All other icons serve a particular purpose which does not change. If you edit an infantry battalion icon to look like a tank the system still treats it as an infantry battalion. A list of icon functions is found in Appendix A.

7. EDITOR'S NOTES

Even with all the enhancements to ***MacArthur's War*** everything remains compatible. You can still use any scenario with any master disk and the system will work everything out for itself. If running an older scenario under a newer game system, the game system simply

ignores the absence of the extra data and in essence behaves like the original game master. If running a newer scenario under an older game system, the game will ignore the extra scenario information.

While you can run new scenarios under old game systems, clearly the best course of action is to upgrade the original scenarios so as take advantage of the enhancements. Below is a list of all the changes that have been made in ***Battles in Normandy***, ***Halls of Montezuma*** and ***Rommel***.

Battles in Normandy

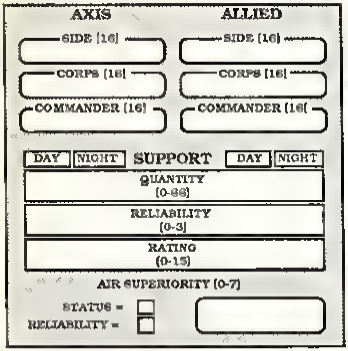
Variable movement points for divisional HQs. Maximum and current battalion strengths. Different climate types. Variable scenario start turn. Landing craft attrition rule. Decreased artillery effectiveness for all except major attacks. Improved regimental cohesiveness.

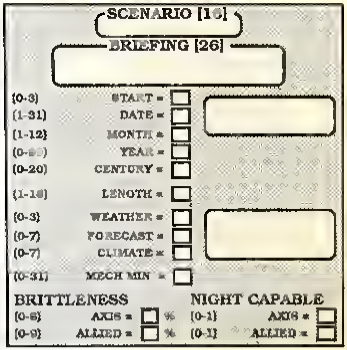
Halls of Montezuma, Rommel and MacArthur's War

Brittleness. Night capable units. Maximum unit strength as well as current strength. Increased scenario length (99 turns, 25 days max). Divisional assets will not normally trigger combat states. New minefield and fort rules. Separate Enemy Controlled Hex movement penalty per side. Divisional Objectives. **WarPaint™** graphics editor with ability to change old scenarios.

APPENDIX A

BRIEFING



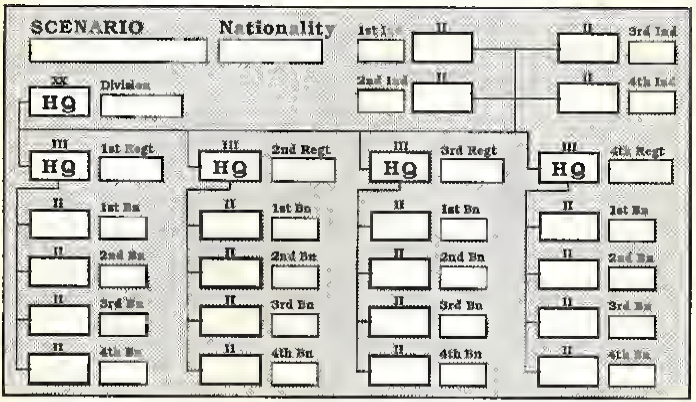


TERRAIN EFFECTS CHART

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0						
T1(RET)						
T2						
T3						
T4						
T5						
T6						
T7						
T8						
T9						
T10						
T11						
T12						
T13						
T14						
T15						
-	ROAD					
-	FORT					
-	CITY					
-	BRIDGE					
-	RIVER					

APPENDIX A

DIVISION ROSTER



HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D	[6]					
UNIT TYPE	[8]					
HQ ADMIN	0-7					
LEADERSHIP	0-7					
HQ SUPPLY	0-7					
BRITTLE	0-1					
MOVEMENT	0-31		N/A	N/A	N/A	N/A
ARRIVAL	0-66		N/A	N/A	N/A	N/A
LOCATION	(x,y)		N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]																				
LOCATION	(x,y)																				
CLASS	0-13																				
MODE	0-3																				
EQUIPM'T	0-31																				
MOVEMENT	0-31																				
ARRIVAL	0-99																				
MAX STREN.	0-15																				
INIT. STREN	0-15																				
RATING	0-15																				
RANGE	0-15																				
FATIGUE	0-7																				
EXPERIENCE	0-7																				
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A				

APPENDIX A

OBJECTIVES AND MISC. FACTORS

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (1-99)	End (1-99)	Pts/Turn (0-30)	Pts/End (0-255)
1(AX)							
2(AX)							
3(AX)							
4(AX)							
5(AX)							
6(AX)							
7(AX)							
8(AX)							
9(AX)							
10(AX)							
11(AX)							
12(AX)							
1(AL)							
2(AL)							
3(AL)							
4(AL)							
5(AL)							
6(AL)							
7(AL)							
8(AL)							
9(AL)							
10(AL)							
11(AL)							
12(AL)							

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex = ☐☐ 4th Hex = ☐☐

2nd Hex = ☐☐ 5th Hex = ☐☐

3rd Hex = ☐☐ 6th Hex = ☐☐

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	☐	☐
ALLIED	☐	☐

MAP SIZE

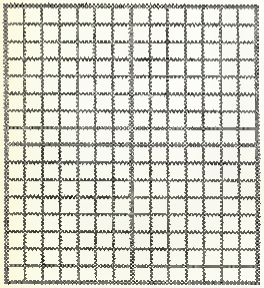
ACROSS (0-2) ☐

DOWN (0-3) ☐

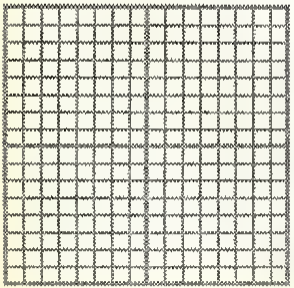
APPENDIX A

WARPAINT™ BLANKS

Apple II Family



Commodore 64/128



ICON INDEX

No.	Function
0-15	Terrain Shapes
16	City
17	Axis Terrain
18	Allied Terrain
19	Combat Marker
20	Axis Boat
21	Allied Boat
22	Axis Airborne
23	Allied Airborne
24	Axis Div HQ
25	Allied Div HQ
26	Axis Mine
27	Allied Mine
28	Axis Flee
29	Allied Flee
30	Axis Plane
31	Allied Plane
32-46	Specific Bn Icons
47	Axis Infantry
48	Axis Armour
49	Axis Artillery
50	Axis HQ
51	Allied Infantry
52	Allied Armour
53	Allied Artillery
54	Allied HQ
55	Move Icon

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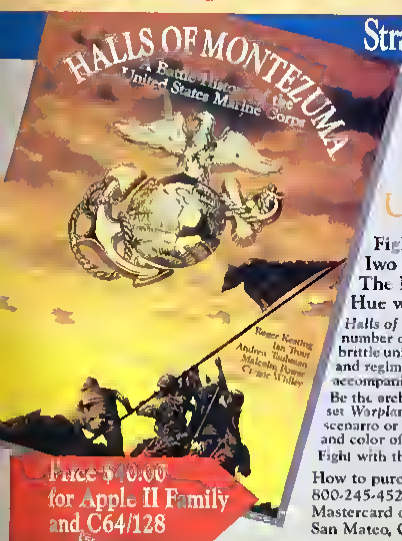

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